

# Chrono Trigger (Import) FAQ/Walkthrough

by DC

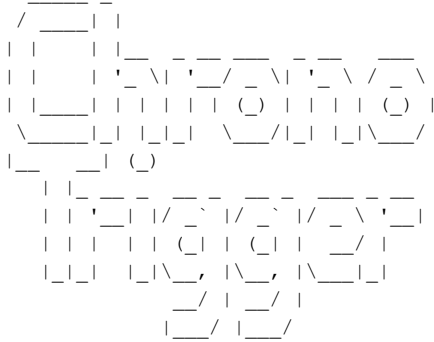
Updated to v4.5 on Apr 7, 2001

Last updated : 4 January 2001 (Australian Time)

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Chrono Trigger Walkthrough and FAQ

v4.5  
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To get in touch, e-mail me at magus@dcmagus.com

My ICQ# is 34601221

My webpage is <http://www.dcmagus.com>

My MSN contact is dcmagus@hotmail.com, but any email sent to that address will most likely be ignored, as I don't check that account

My AIM name is dcmagus

Be warned that I'm only on the net twice a week, don't expect replies from me which are ten minutes after you've sent the mail. Here's some guidelines about sending me mail:

1. Make sure you put the title of the game you're asking about in the subject. I've made a fair few FAQs, and it's a bit hard to work things out sometimes.
2. If it's an FAQ, make sure that it's not already in the guide!!! If it is, I'll do my best to ignore it.

If it's not in there, make sure that the details you provide are, well, DETAILED, and not sketchy. Examples are "Hi need to know how to get past this part, i'm in a room and stuck", I need to know where you are, etc.

3. Ask nicely. So far, most people have, but if your mail goes along the lines of "Hi, need code for B2, reply within the next hour otherwise I'll bomb you" will not get you anywhere.

That's it. Sorry for being a pain, but it had to be said.

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#### Version History

- v1.0-Full Walkthrough, and one sub-quest.
- v1.5-TOTALLY finished the walkthrough (Lavos, and endings). Started on a character section.
- v2.0-Finished off all of the techs.
- v2.09-Added another site which hosts this.
- v2.099-Fixed up a little thing.
- v2.5-Added a Spekkio and Items section.
- v2.55-Added an FAQ section.
- v2.6-Added an Accessories, Armors, Helmets and weapons section.
- v2.7-More FAQs.
- v2.8-Added a Steal/Enemy chart, thanks to FFfanNo1.
- v2.9-Added a Tips section.
- v2.91-Added a FAQ.
- v2.95-Added two FAQs.
- v2.96-FAQs.
- v3.0-FAQs.
- v3.1-Big Tips update.
- v3.2-FAQs.
- v3.3-FAQs.
- v3.4-FAQs, big update.
- v3.5-FAQs.
- v3.6-FAQs.
- v3.7-More FAQs.
- v3.8-Tips.
- v3.81-Copyright Notice changed.
- v3.9-Mini Boss List, in Tips section.
- v3.91-Copyright Notice changed.
- v3.92-Copyright Notice changed.
- v4.0-Tips.
- v4.01-Seems like a waste of time, but I like ASCII art headings =)
- v4.02-Copyright Notice changed.
- v4.03-Copyright Notice changed.
- v4.04-Copyright Notice changed.
- v4.05-Copyright changed, Tips.
- v4.1-One of the biggest updates yet. I've never been able to turn this guide into what I've wanted it to be, this is almost it. My time was spent on completing other guides first, but I still devote a lot of time to this. Lots of tables, neatness, more tips, faqs, weapon locations, etc.
- v4.11-Email guidelines. Some people out there are getting annoying.
- v4.2-Tips!

v4.21-Sites added.  
v4.3-Full monster list added.  
v4.31-Revisions here and there.  
v4.4-HUGE tips update, thanks to Ben!!!  
v4.5-Added party ratings. Also split the guide up so you don't have to download as much.

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## Contents

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- 1) Introduction
- 2) Characters and Techs
- 3) Walkthrough
- 4) Endings
- 5) Beat Spekkio!
- 6) Item List
- 7) Accessories, Armors, Helmets and Weapons
- 8) Upgrading? What?
- 9) FAQs
- 10) Charm/Enemy list
- 11) Tips
- 12) Codes
- 13) Acknowledgments

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## 1) Introduction

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Chrono Trigger is an exceptional RPG which every serious gamer should play. The masters of RPGs, Squaresoft, are the producers of this and it will keep you playing for ages. So here we go!

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## 2) Characters and Techs

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### Crono

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The main character, uses Lightning magic and is good at attacking. He comes from 1000 A.D.

### Tech List

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Name	Effect	Cost
Cyclone	Attacks a group of enemies	2MP
Slash	Hits foes on a straight line, also neutralizes Masa&Mune's tornado energy	2MP
Lightning	Hits an enemy with Lightning	2MP
Spin Cut	Does double normal damage to target	4MP
Lightning2	Lightning which is more powerful and hits all enemies	8MP
Life	Revives a dead ally	10MP
Confuse	Hits target 4 times.	12MP
Luminaire	The best Lightning spell, hits all enemies.	20MP

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### Marle

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The princess of Guardia Castle, uses Ice magic and is good for healing. She also comes from 1000 AD.

### Tech List

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Name	Effect	Cost
Aura	Restores some life (single target)	1MP
Provoke	Makes one enemy go into Chaos mode	1MP

Ice	Ice damage to one enemy	2MP
Cure	Restores more life than Aura (single target)	2MP
Haste	Makes target's time bar go faster	6MP
Ice 2	Stronger Ice damage to all enemies	8MP
Cure 2	Restores all life (single target)	5MP
Life 2	Revives and fully cures a dead ally	15MP

#### Lucca

Crono's friend, who is extremely talented (in stuff like weapons, repairing, etc.) Uses Fire and is an OK attacker who comes from 1000 A.D

#### Tech List

Name	Effect	Cost
Flame Toss	Burns enemies in a straight line	1MP
Hypno Wave	Puts all foes to sleep	1MP
Fire	Fire damage to one enemy	2MP
Napalm	Throws a grenade, area effect	2MP
Protect	Raises defense to party member by one third	6MP
Fire 2	Fire damage to all enemies	8MP
Mega Bomb	Enhanced version of Napalm	15MP
Flare	Ultimate Fire damage on all enemies	20MP

#### Frog

A legendary hero who was turned into a Frog. Lives in 600 A.D, and uses Water magic. Good all-rounder.

#### Tech List

Name	Effect	Cost
Slurp	Heals one person slightly	1MP
Slurp Cut	Uses his tongue to strike one enemy	2MP
Water	Water damage on a single target	2MP
Heal	Heal your party, but not fully	2MP
Leap Slash	Jumps and slashes one enemy	4MP
Water 2	Stronger Water damage on all enemies	8MP
Cure 2	Cure one ally fully	5MP
Frog Squash	A giant frog squishes all enemies, the lower your HP the greater the damage	15MP

#### Robo

A robot from 2300 A.D, can't use magic but he can deal Shadow damage. Good attacker but slow.

#### Tech List

Name	Effect	Cost
Rocket Punch	Hits one enemy	1MP
Cure Beam	Heals one person slightly	2MP
Laser Spin	Hits all enemies with Shadow damage	3MP
Robo Tackle	Charge at an enemy	4MP
Heal Beam	Heals all allies, but not fully	3MP
Uzzi Punch	Damages one enemy with a strong punch	12MP
Area Bomb	Area attack which deals lots of damage	15MP
Shock	Strong Lightning attack which hits all enemies	17MP

#### Ayla

A very skilled female warrior who hails from 65 Million BC. She is very strong and fast, can steal things off enemies but her magic is limited.

Name	Effect	Cost
Kiss	Heals one person a little	1MP
Rollo Kick	Jump kicks an enemy	2MP
Cat Attack	Bites and scratches an enemy	3MP
Rock Throw	Throws an enemy up and away	4MP
Charm	Steals an item from the enemy	4MP
Tail Spin	Makes a tornado, damaging all enemies	10MP
Dino Tail	Like Frog's Frog Squash, but uses a tail. The lower your HP the higher the damage	15MP
Triple Kick	Kicks the enemy for about 5x normal damage	20MP

#### Magus

Wants revenge on Lavos. Is very skilled in magic, and his past is quite bleak. Hails from 12000 BC, and is quite a good all rounder. Uses all elemental magic.

Name	Effect	Cost
Lightning 2	Lightning attack on all enemies	8MP
Fire 2	Fire attack on all enemies	8MP
Ice 2	Ice attack on all enemies	8MP
Dark Bomb	Shadow attack on one enemy	8MP
Magic Wall	Ups magic defense by 1/3	8MP
Dark Mist	Shadow damage to all enemies	10MP
Black Hole	Sucks enemies into a black hole, low success rate	15MP
Dark Matter	Strongest magic attack which uses shadow to hit all enemies	20MP

#### Dual Techs

BTW, Magus has no Dual Techs so don't email me about missing out on his dual techs. The MP cost is different for each character, I'll put



and Fire L 2MP

-----  
Antipode 2 Ice and Fire damage, area effect. Needs Ice 2 M 8MP  
and Fire 2 L 8MP  
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Antipode 3 Ice and Fire damage on all enemies. Needs M 8MP  
Flare and Ice 2 L 20MP  
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-----  
Marle/Frog  
-----

Name	Effect	Cost
Ice Water	Ice water hits all enemies, needs Ice and Water	M 2MP F 2MP
Glacier	Drop a glacier on a group of enemies, needs Ice 2 and Water 2	M 8MP F 8MP
Double Cure	Cure your whole party fully. Needs Cure 2 and Cure 2	M 5MP F 5MP

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-----  
Marle/Robo  
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Name	Effect	Cost
Aura Beam	Recovers some HP for the party, needs Aura and Cure Beam	M 1MP R 2MP
Ice Tackle	Attack and enemy with Ice, needs Ice and Robo Tackle	M 2MP R 3MP
Cure Touch	Cures all party fully, needs Cure 2 and Heal Beam	M 5MP R 3MP

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-----  
Marle/Ayla  
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Name	Effect	Cost
Twin Charm	Both combine to steal off an enemy, needs Provoke and Charm	M 1MP A 4MP
Ice Toss	Ayla throws ice at one enemy, needs Ice and Rock Throw	M 2MP A 4MP
Cube Toss	Ayla throws a glacier at the enemy, needs Ice 2 and Rock Throw	M 8MP A 4MP

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-----  
Lucca/Robo  
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Name	Effect	Cost
Fire Punch	Robo punches with a flaming fist. Needs Rocket Punch and Fire	L 2MP R 1MP
Fire Tackle	Robo slams the enemy with fire, needs Robo Tackle and Fire 2	L 8MP R 4MP
Double Bomb	Robo and Lucca set off bombs, needs Area Bomb and Mega Bomb	L 15MP R 15MP

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-----  
Lucca/Frog  
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Name	Effect	Cost
Red Pin	Frog hits an enemy with a fire charged sword, needs Leap Slash and Fire	L 2MP F 4MP
Line Bomb	Bombs assist Frog in his attack, needs Mega Bomb and Leap Slash	L 15MP F 4MP
Frog Flare	A giant frog attacks with fire, needs Frog Squash and Flare	L 20MP F 15MP

-----  
 Lucca/Ayla  
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Name	Effect	Cost
Flame Kick	Attacks enemy with a flaming foot, needs Fire and Rollo Kick	L 2MP A 2MP
Fire Whirl	A fiery tornado, needs Fire 2 and Tail Spin	L 8MP A 10MP
Blaze Kick	A fiery triple kick, needs Fire 2 and Triple Kick	L 8MP A 20MP

-----  
 Frog/Robo  
 -----

Name	Effect	Cost
Blade Toss	Robo throws Frog at the enemy, needs Laser Spin and Slurp Cut	F 2MP R 3MP
Bubble Snap	Robo is in a bubble and drops from above, needs Water and Robo Tackle	F 2MP R 4MP
Cure Wave	Fully restore party's HP, needs Cure 2 and Heal Beam	F 5MP R 3MP

-----  
 Frog/Ayla  
 -----

Name	Effect	Cost
Slurp Kiss	Restores some of party's HP, needs Slurp and Kiss	F 1MP A 1MP
Bubble Hit	Ayla's in a bubble and drops from above. Needs Water and Rollo Kick	F 2MP A 2MP
Drop Kick	They combine for a kick slash combo. Needs Triple Kick and Leap Slash	F 4MP A 20MP

-----  
 Robo/Ayla  
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Name	Effect	Cost
Boogie	Both dance, casting Stop on enemies. Needs Charm and Robo Tackle	R 4MP A 4MP
Spin Kick	Robo throws Ayla, needs Rollo Kick and Robo Tackle	R 4MP A 2MP
Beast Toss	Throw an enemy, needs Rock Throw and Uzzi Punch	R 12MP A 4MP

-----  
 Triple Techs  
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All triple techs involve Crono.

-----  
 Crono/Marle/Lucca  
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Name	Effect	Cost
Delta Force	A Shadow attack on all enemies. Needs Fire 2, Ice 2 and Lightning 2	C 8MP M 8MP L 8MP

-----  
 Crono/Marle/Frog  
 -----

Name	Effect	Cost
Arc Impulse	Basically an X-Strike with the power of Ice. Targets one enemy. Needs Ice 2, Spincut and Leap Slash	C 4MP M 8MP



-----  
 Crono/Marle/Robo  
 -----

Name	Effect	Cost
Lifeline	Once cast, whenever a party member dies he/she will be revived once. Needs Cyclone, Life 2 and Heal Beam	C 2MP M 15MP

R 3MP

-----  
 Crono/Marle/Ayla  
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Name	Effect	Cost
Final Kick	Ayla does a Triple Kick powered by Lightning and Ice. Needs Lightning 2, Ice 2 and Triple Kick	C 8MP M 8MP

A 20MP

-----  
 Crono/Lucca/Frog  
 -----

Name	Effect	Cost
Delta Storm	Shadow damage to all enemies, needs Lightning 2, Fire 2 and Water 2	C 8MP L 8MP F 8MP

-----  
 Crono/Lucca/Robo  
 -----

Name	Effect	Cost
Fire Zone	A Cyclone with Fire damage to all. Needs Spincut, Fire 2 and Laser Spin	C 4MP L 8MP R 3MP

-----  
 Crono/Lucca/Ayla  
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Name	Effect	Cost
Gatling Kick	Ayla does a Triple Kick powered by Lightning and Fire, single target. Needs Triple Kick, Lightning 2 and Fire 2	C 8MP L 8MP

A 20MP

-----  
 Crono/Frog/Robo  
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Name	Effect	Cost
Triple Raid	An X-Strike with Robo's help. Single target, needs Slurp Cut, Slash and Robo Tackle	C 2MP F 2MP R 4MP

-----  
 Crono/Frog/Ayla  
 -----

Name	Effect	Cost
3-D Attack	An X-Strike with Ayla's help. Needs Slurp Cut, Slash and Triple Kick, single target	C 2MP F 2MP A 20MP

-----  
 Crono/Ayla/Robo  
 -----

Name	Effect	Cost
Twister	Creates tornadoes which hit all. Needs Tail Spin, Laser Spin and Cyclone	C 2MP A 10MP R 3MP

The following Triple Techs require a Rock to be equipped on one of the party members to be able to activate.

-----  
 Gold Rock-Frog/Marle/Robo  
 -----

After completing the sub-quest involving Cyrus, go to the Denadoro Mountains and go through until you reach the part where the Free

Lancer is throwing rocks at you. Put Frog in your party, he'll catch one and it will be the Gold Rock.

Name	Effect	Cost
Grand Dream	Like a Frog Squash but more damaging. Needs Frog Squash, Life 2 and Laser Spin	F 15MP M 15MP

R 3MP

-----  
Black Rock-Magus/Marle/Lucca  
-----

The Black Rock is found in the room in Enhasa, with the solitary Poyozo Doll.

Name	Effect	Cost
Dark Eternal	Massive Shadow damage on all. Needs Dark Matter, Fire 2 and Ice 2	Magus 20MP Marle 8MP

Lucca 8MP

-----  
White Rock-Marle/Lucca/Ayla  
-----

Found in the Black Omen.

Name	Effect	Cost
Poyozo Dance	Tornadoes causing Chaos to all enemies, needs Provoke, Hypno Wave and Tail Spin	M 1MP L 1MP

A 10MP

-----  
Blue Rock-Magus/Robo/Lucca  
-----

Found in the Giant' Claw, 600 AD.

Name	Effect	Cost
Omega Flare	All enemies suffer Shadow damage. Needs Bomb, Laser Spin and Flare	M 8MP R 3MP

L 20MP

-----  
Silver Rock-Robo/Frog/Ayla  
-----

Talk to the Nu twice at the Laruba Ruins in 65 Million BC.

Name	Effect	Cost
Spin Strike	I think it's a Leap Slash, but damage multiplied by 4. Single target, needs Tackle, Leap Slash and Tail Spin	R 4MP F 4MP

A 10MP

From Cosmo2-

In the triple tech section, you confused Blue Rock and Silver Rock. The locations are correct, but Blue Rock invokes Omega Flare and Silver Rock invokes Spinstrike.

From Teferi-

You forgot to switch the characters as well.

Magus: Thanks!

-----  
Party Ratings  
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There are 37 possible parties you can make. I'll give you the pros and cons of each one. Instead of wasting KB, I'll put the character descriptions here.

Ayla is very strong and fast, can steal things off enemies but her magic is limited to damage spells, while she does have a heal spell, but it's not too effective. Triple Kick and Dino Tail are very useful though.

Crono is a very good attacking character, with not only his sword but also with his magic (Lightning). There will be more than a few situations in which you will find his various offensive spells useful. However, that's about it, the only other spell that doesn't

deal damage is Life, but that's quite useful. If he could heal, it would be great.

Frog is a very versatile character. He has a great selection of Water magic, a nice attack power and he can heal when he needs to. While the effect of Heal cancels out his Frog Squash, both are useful when used separately. A great all rounder.

Lucca is a good offensive magic user (Fire). Most of her spells deal damage and it's the later ones that make the difference in battles (Flare is devastating). But her physical attack strength isn't that good, and her non offensive magic isn't too useful.

Marle is a versatile magic user. She has healing spells, some various effect spells, and a couple of offensive spells (Ice). You'll be wanting her in your party for her plethora of healing spells, as she won't do much good in the attacking department.

Magus is probably the best offensive magic user (Shadow). Not only does he have a large selection of Shadow spells to choose from, he also has the Fire/Ice/Lightning 2 spells, which are invaluable. He is also a decent physical attacker.

Robo is like Frog, he's versatile all around. Not only can he cure, he has spells that can deal a lot of damage, and he is also a great physical attacker. When you've got spells like Uzzi Punch, Shock and Heal Beam all on the same character, you can't lose.

-----  
Ayla, Crono, Frog  
-----

Very good physical attack power. Frog and Ayla can heal to some extent, so if you're low on HP, you can turn to something other than items. All three have some power magic spells that they can use. But I suppose they could do with a better healer. Their triple tech is great as it deals Shadow damage.

-----  
Ayla, Crono, Lucca  
-----

Good magical strength. Ayla can heal to some extent, but I wouldn't rely on Ayla for healing... Ayla and Crono have good physical power, but Lucca really isn't the sort of person you'd use for attacking. All three have their big magic spells that can really hurt. The triple tech that these guys have is very handy.

-----  
Ayla, Crono, Marle  
-----

This party is pretty good as they are strong magic wise. Crono has good offensive magic spells and is a great attacker, Ayla is a great attacker and has some damaging magic spells, and Marle is the best healer in the game. Ayla and Marle can also use their Twin Charm to good use, and the Final Kick Triple tech is pretty handy as well.

-----  
Ayla, Crono, Magus  
-----

This party is not only strong physically, but magically as well. Crono and Magus will take care of all of your magic and attacking needs, and Ayla is great with her fists as well. Just don't think that you can really heal yourself to a point of safety by using Ayla's weak healing spell.

-----  
Ayla, Crono, Robo  
-----

Quite a useful team. These guys can all attack and use their magic well. And with Robo in, you can heal with Ayla and Robo to a certain extent as well. Their triple tech is kind of useful, but it's not the best triple tech there is.

-----  
Ayla, Frog, Lucca  
-----

This party's strength is in Frog's and Lucca's magic, and Frog's and Ayla's attack power. Otherwise, they're weak at healing, and while the magic is good, the physical attack power isn't that strong.

-----  
Ayla, Frog, Marle  
-----

Quite a useful party. Ayla and Frog can dish out damage physically, while Marle can heal and damage the enemy magically. Ayla and Marle can also use Twin Charm when needed.

-----  
Ayla, Frog, Magus  
-----

Quite a strong team offensively, as Ayla, Frog and Magus can attack well, and Frog and Magus (especially Magus) have powerful magic spells they can use. One downer though is that Ayla can't heal very well, and you really need Frog to be doing something other than healing.

-----  
Ayla, Frog, Robo  
-----

A very nice team. They all pack a punch physically, and Robo's healing spells are better than Ayla's. However, you'll mainly be wanting Robo to get up there and smack the enemy's lights out, along with Frog and Ayla, either magically or physically. This team can do both.

-----  
Ayla, Lucca, Marle  
-----

It's the all female team! (Cue Charlie's Angel's music). Here, the attack power may be a little weak overall, but magically, Lucca and Marle can really do some damage. Marle is also a great healer, so that's one problem fixed. Use Ayla to attack, Lucca to cast her Fire spells and then have Marle heal or use Ice spells.

-----  
Ayla, Lucca, Magus  
-----

This team is alright. Magus is a great offensive character magically and physically, Lucca is great magically, and Ayla is great physically. However, Ayla can't heal very well so you'll need to stock up on healing items.

-----  
Ayla, Lucca, Robo  
-----

Here, Ayla can dish out damage physically, Lucca can cast those hot spells, and Robo can a) dish out damage with his fists, b) cast big spells, and c) heal when needed.

-----  
Ayla, Marle, Magus  
-----

A pretty good pairing. Ayla is great with her fists, Marle can heal, and Magus absolutely shines in the magic department. The only thing missing here is a good overall attack power.

-----  
Ayla, Marle, Robo  
-----

Quite evenly balanced team here. Ayla is a good attacker, Marle can heal and do some magic damage, and Robo can heal/attack/do magic

damage. A well balanced team.

-----  
Ayla, Magus, Robo  
-----

This team is okay. They can all deal good damage physically, and Magus and Robo work well in the magic department. Robo can heal as well, but you really need him to be attacking, and Ayla's healing magic isn't that good.

-----  
Crono, Frog, Lucca  
-----

Here, Crono and Frog are great attackers, and Lucca is good with her magic, and Frog can heal to some extent, but you really want him to be dealing damage instead of healing. However, Delta Storm is a very handy triple tech.

-----  
Crono, Frog, Marle  
-----

This is a quality team. Crono and Frog can really pack a punch, both physically and by using magic, while Marle can heal and deal some magical Ice damage every now and then. Arc Impulse is also a great Triple Tech.

-----  
Crono, Frog, Magus  
-----

This is also quite a good team, it just lacks a quality healer. Frog can heal, but he shouldn't be healing when he can whoop some ass. These three are all strong magically and physically, and you should be able to whoop some ass with this group.

-----  
Crono, Frog, Robo  
-----

This is a very handy team to have. They are all strong physically and can all whoop some ass magically. Robo and Frog can heal as well, so it's more versatile than having to wait for one character's turn all the time. And Triple Raid is very effective.

-----  
Crono, Lucca, Marle  
-----

What this party lacks is a good physical attack base, as you've only got Crono to do that for you. However, Crono, Lucca and Marle all have some nice elemental magic, and Marle can heal. Plus you've got the very nice Delta Force tech.

-----  
Crono, Lucca, Magus  
-----

The party would be good if Lucca was a good healer. This party is very strong in terms of magic, decent in terms of physical attacks, but in terms of healing, suck because there are no healers here.

-----  
Crono, Lucca, Robo  
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This team can really give out a whipping by using their powerful plethora of magic spells, and Crono and Robo are good attackers as well. Robo is your healer here, but you really need him out there kicking some butt instead of healing, so maybe use Lucca and some items. Fire Zone is a decent Triple tech.

-----  
Crono, Marle, Magus  
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This team is pretty good. Both Crono and Magus can really kick some arse magically and physically, and Marle is there to heal and join in the magic fest.

-----  
Crono, Marle, Robo  
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This is a pretty handy team to have. Crono and Robo are good attackers and magic users, while Marle and Robo can heal, so if one's not free, you've always got someone else to rely on. The triple tech Lifeline can really save your butt in most situations.

-----  
Crono, Magus, Robo  
-----

This team is all power. They can all deal some great damage physically and magically, and Robo can heal. It's hard to see you failing with this team...but sometimes Robo can get tied up healing instead of dealing damage.

-----  
Frog, Lucca, Marle  
-----

This team is OK. They lack in physical attack power but they make it up for their strength in magic. Marle is a great healer and can deal some damage with her magic, Frog can attack and use his magic well, plus heal if needed, and Lucca is great with Fire magic. Many of this group's dual techs really kick butt.

-----  
Frog, Lucca, Magus  
-----

This party is very good in the magic department, Frog and Lucca have great Water and Fire magic, and Magus is a magic powerhouse. However, your only healer here is Frog, and when he's healing you might be needing him to attack or use magic, so that's a drawback.

-----  
Frog, Lucca, Robo  
-----

Once again, this party is strong in the magic department, as all three are capable of casting big damage spells. Frog and Robo can also deal good damage with their weapons, and both of them can heal, so you've always got one person to back the other up.

-----  
Frog, Marle, Magus  
-----

This is a very destructive team. While Marle sits back and heals (occasionally use her Ice spells), Frog and Magus can cut sick either physically or magically.

-----  
Frog, Marle, Robo  
-----

Kinda the same as the Frog-Lucca-Robo party, except that now you've got three healers. You should mainly use Marle to heal, and just attack with Frog and Robo, dipping into your magic inventory every now and then.

-----  
Frog, Magus, Robo  
-----

This is a power team. These three all all pretty good in physical attacks and magic, and both Frog and Robo can heal, so you don't have to keep relying on one person.

-----

Lucca, Marle, Magus

-----  
This is a decent team. Here, you have Lucca to use her powerful Fire magic, Marle to heal and use her Ice magic, and Magus to attack and use his Shadow and elemental magic. The thing that lets this team down is that their physical attack rating isn't too good.

-----  
Lucca, Marle, Robo

-----  
This team is kinda like the one above, except this time, Robo has a better physical attack power but less variety in magic.

-----  
Lucca, Magus, Robo

-----  
This is a very strong team. Magically, you have three very capable characters that can hurt the enemy real bad. Physically, Magus and Robo should be able to handle the situation. Robo can heal to some extent as well.

-----  
Marle, Magus, Robo

-----  
This is like the team above except that now it's got a main healer, so you don't have to worry about breaking Robo's attack pattern.

-----  
3)Walkthrough

-----  
1000 A.D

-----  
Things You Can Collect: 200g

-----  
It's morning, and your Mum is asking you to wake up...pass this sequence, and when you are downstairs, talk to your Mum to recieve 200g. Now go outside, and I suggest you head into the Guardia Forest (to the left) to build your levels up to about 5 or 6. You don't have to, but it will make it easier for you later on. Once that is done, head to Leene Square (up the top).

-----  
Leene Square

-----  
Things You Can Collect: Silver Points, Marle

-----  
There are lots of things for you to do here. First, there are plenty of mini-games you can do to get Silver Points. These can be exchanged into money, or used at other mini-games. My suggestion is to either keep on betting at the races (in the middle of the first screen you enter) to get Silver Points, the top left screen to fight Gato, or to go to the top right screen and enter the soda drinking contest.

\*\*\*\*\*  
YOU MUST DO THE FOLLOWING EVENT!!!!!!  
\*\*\*\*\*

-----  
Either way, gain up some Silver Points (more than 40 will do) and head to the tent at the right of the first screen. This is the House of Horrors. Play the second game, and it is to copy the clone's movements. This is vital for later on, you'll see why. Once you copy his movements, you will acquire a clone of Crono. You'll need it if you want to...oh, I don't want to spoil it for you.

\*\*\*\*\*  
Now you can exchange the rest of your SP for money, and if you want you can buy a Lode Sword from Melchior, in the middle of the first screen, as it will help a lot. Now go up, and you will bump into Marle, your next party member. Talk to her, then pick up her pendant and give it to her. When she asks if she can go with you, answer no. When she asks again, answer yes. Now follow these steps:

Go to the right, and talk to the girl who is missing her cat. Go to the left, and talk to the cat once (don't eat the stuff on the table!!!). Lead it to the girl. Now, if anyone asks, don't convince Marle to trade her pendant.

Go back down the bottom and talk to the girl on the fountain. Lucca will have set up her invention, so go up and on the way, Marle will want some candy. Just wait, and when she is done, keep on going up. Talk to Lucca, try the machine (left pod unless you are on a super high level, 80+) and then talk to Marle. She will try it, but something will go wrong. Go in after her. Now if you are playing a New Game +, you may want to enter the right pod to face Lavos straight away! It's the quickest and hardest ending. Good luck.

-----  
600 A.D  
-----

Things You Can Collect: Power Glove, Tonic

You'll be warped to a canyon. Go left, into a large screen. Work your way through to the bottom, collecting two chests on the way, and exit to the map. Head to the Market (lowest building on the right) and buy a few Tonics, you can afford it. Then head into Guardia Castle.

-----  
Guardia Forest/Castle  
-----

Things You Can Collect: Power Tab, Shelter, Tonic, Ether, 100g, Bronze Mail. For the items in Guardia Castle, I suggest returning to 1000 A.D to collect there first before picking them up in 600 A.D

In the castle, watch the scene and go up. Speak with the King, then if you want to rest, go left and downstairs. If not, go right, go up the stairs until the very top. Leave the chests alone, open them in 1000 A.D. Go and speak to the Queen, who is actually Marle. She will disappear and then get out of here. On the way you'll meet Lucca.

-----  
Cathedral  
-----

Things You Can Collect: Tonic x3, Ether x2, 100g, Revive, Naga-ette Bromide, Maiden Suit, Steel Saber, Speed Belt, Heal, Mid-Ether, Shelter, Defender, Iron Sword

Now get out, and go to the cathedral to the left of the castle. Talk to the nun at the top left, and they will all turn into enemies. Kill them, and another one will appear. It will get killed by Frog, your next party member.

Head to Guardia Forest and build up until you get the Flame Tech for Lucca, Slurp Cut for Frog, and Slash for Crono. Now rest at the Inn if needed, and go back to the cathedral. Go up to the organ in the upper left, and press A to play it. A door will open up, enter it. Here is another good place to build your levels, 7+ is sweet. First, go to the right and pick up the treasures. Go up the stairs, enter the room and collect the treasures, and then go to the drawers and press "A" to collect a Naga-ette Bromide. Some enemies will rush in, kill them. Now go up, to the left of the spikes, and press the skull. The bucket on the left has a Magic Tab. Get it by pressing A, and return to the bottom floor.

Don't go up the middle yet, go to the right and up the stairs. Go into the upper door, and try to leave. Beat the enemies, and then enter the secret door on the right wall. It will be a Magus shrine (a shrine to me...how cool...kidding.). Pick up the treasures and leave. You may have to battle the enemies if unlucky. Now return to the bottom floor and go straight up into the middle door. Save, and head up the stairs, and slide down the ones on the right. Head up, press the skull, and go up. Keep going left, and head down twice. Go up the stairs, grab the treasure, and head into the room you just opened up. Defeat the enemies, grab the treasure and play the organ.



Now go all the way around again, except there will be an opening on the wall. Enter, go up the top, save, and enter the next room. You will now battle Yakra.

-----  
Yakra  
-----

If you are 7+, this is easy. Just keep on attacking, and use Crono and Frog's X Strike. Also heal with Frog, this one is over very quickly.

Wwyern's Tactic:

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Yakra  
-----

Crono, Frog, Lucca  
Have Crono/Frog use X-strike and Lucca use Flame Toss.

Open the chests (the REAL chancellor is in one), and head back to Guardia Castle. Go back up to the Queen's room to get Marle back. Go back to the canyon where you came from, and talk to the blue thing (a gate) to get home.

-----  
1000 A.D  
-----

Things You Can Collect: Ether x3, Mid Tonic x5+(number of guards you knocked out), Shelter x2, Lode Sword, 1500G, Bronze Mail

You'll land back in Leene Square. Head back to Guardia Castle. That stupid Chancellor is at it again, and he will send you to jail. But first, a trial. If you followed the steps I told you to follow in Leene Square, you should get off okay. Answer the questions truthfully, and the verdict makes no difference: you will be sent to jail. There, the Chancellor will change the verdict to execute you!

In the cell, if you were charged not guilty, you will have a pack and a mug to take. The pack is an Ether, the mug is a free source of HP/MP. Now, if you want to gain some levels (maybe) and acquire lots of items, keep annoying the guards out front until they come in. You will kill them both and are free to explore. Otherwise, you can wait until Lucca saves you.

If you do get out, go free and explore. You can kill guards in one shot by waiting until they face away from you, and pressing A. Search their bodies for a Mid Tonic, better than beating them. Somewhere, you will find a prisoner, help him. He will prove useful later on. Also, there will be a path leading you outside. Scale the walls downward to get some items. In that room, there is a black hole, press A to climb down and receive some more items. Eventually you will find the exit; the supervisor will give up 5 Mid Tonics if you search him. Go out and face the Dragon Tank.

-----  
Dragon Tank  
-----

First, aim all attacks at the head (normal attacks). Heal when needed too. When the head is gone, start attacking the body. 8+ is a fine level, and this is too easy.

Wwyern's Tactic:

-----  
Dragon Tank  
-----

Crono, Lucca  
Use regular attacks on the head until it dies, then use Cyclone or Fire Whirl.

Now you will run, with Marle, out to the Guardia Forest. Go right and

you will find a gate... go in it, and get transported to...

-----  
2300 A.D  
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Q. When i walk into the Trann Dome in Chrono, all I can see is smoke. Is that how it is supposed to be? It's a ROM. Would that have anything to do with that, or is that how it looks in the SNES cart? Please help!!!

A. No, use the 1-5 buttons on the keyboard to change the graphics settings, it's like that. But when you take the fog off, you can't see the text. Bummer.

From Xerain:

Rather than turning off the offeneding background using ZSNES, it is better to change the video mode. Go under config and select video. Put it to one of the 16B settings.

Use the 640x480x16B VESA2 setting, and if it runs slow, use the 320x240x16B VESA2 for similar effects, but lower resolution.

These are general ZSNES tips for all Roms. I am aware you may know them (If you even use the rom, that is), but your readers may not. If I come up with any more tips I'll be sure to let you know.

-----  
Things You Can Collect: Iron Helm

The year 2300! Whoa! Head outside and to the structure below. It's the Trann Dome. Buy what you need, rest in the Enertron. Now exit, and go to hte upper right to reach Lab 16.

-----  
Lab 16  
-----

Things You Can Collect: Lode Sword, Lode Bow, Ether, Berserker

This is full of thieving rats. So avoid them. This is a great place to build up your levels as well...there will be chests along the way so pick them up too. Usually the direction is to go up, if not, to the upper right. You will exit soon, and meet another huge structure, the Arris Dome.

-----  
Arris Dome  
-----

Things You Can Collect: Mid-Ether x2

There will be lots of people surprised to see you. Use the Enertron before going downstairs. Go to the left, and through the girder maze. At the end, you will face the Guardian.

-----  
Guardian  
-----

Level 9+ is sweet...just use normal attacks, maybe Crono's Cyclone tech if needed. First, kill off the two Bits, as if you attack the Guardian first they will all do a super move on you. Once they are gone (it won't take long), pummel the Guardian with normal attacks. The Bits will revive, so take them out again, and repeat once more to kill the Guardian.

Wvyern's Tactic:

-----  
Robot Dude  
-----

Crono, Lucca, Marle

Kill the bits with normal attacks, then concentrate on the body. Fire/Lightning do 0 damage. Hitting the body while the bits are still alive results in a delta counter.

Enter the door at the top. You will see a dead person, and grab some

seeds off him. Open the chest, head back to catch the rat. Hold B down to run, and A to catch it. Once you do, it will tell you that the passcode is L&R&A.

Go back, re-surfacing to use the Enertron if needed, and then enter then passcode at the console with a sparkling thing on it. A passage to the door on the right will appear, enter the door.

\*\*\*\*\*

From Alan Berck:

Hi! I'm here just to say that you have very nice FAQ. I would like to point out that on some emulators, the keyboard will read the L + R then A password as the L and R repeating. To make it work, get a joystick, joystick, any other controller with 2 buttons. then plug it in, and set L to one button and R to another. then press all 3 in the correct order.

From Mitchell Mebane:

I read your Chrono Trigger FAQ, it is one of the best, and I've got a few tips for you.

You stated that many people have said that they can't push the L+R+A sequence, at the Arris Dome in 2300 A.D. Well, the problem isn't your ROM, it isn't your emulator (this only occurs on emulators,) it's your KEYBOARD. I had a heck of a time with this, until I read the ZSNES help file (ZSNES.FAQ). The problem lies in the way the PC keyboard sends its data to the computer. You can only press a certain number of buttons at a time, or the keyboard cancels out the others. A couple ways around this are: assign the L, R, and A buttons to one key, such as Page Up. Then, pressing that key enters the code. Another way is to assign them to the Ctrl, Alt, and Shift keys. Since the PC keyboard accepts any combinations of the modifier keys, this works also. The final way, my personal favorite, is to simply use a joystick. I've got a Microsoft SideWinder gamepad, and it is SWEET! Its buttons are almost exactly the same as the SNES gamepad. Also, you can connect up to four SideWinder pads together, this, in combination with the keyboard, lets you use all the players in a MultiTap game. A Gravis eXterminator gamepad would work well, too. (I'm not sure if you can chain them, though.)

Another way to fix this is to emulate on a Mac. The Mac keyboards don't have this problem (at least the iMac keyboards don't.)

Magus: Which means...assign L,R and A all to one key on the keyboard, and press that to activate the door! It's so simple! (Lucky I've got a good keyboard :-)

There's also a combo input button for ZSNES, in the Misc section I think. Go into Misc, then Key Comb. and muck around there to figure it out. Thanks Alan and Mitchell!!!

\*\*\*\*\*

Fight your way through this small room, and enter the next big room. BTW, with the Enertron nearby, this is an excellent place to build up your levels. No crap. In the big room, work your way to the top, more on the left side. Enter the door and you see a record of what happened..in 1999. The destruction of the world by Lavos!!! Now you're on a mission to stop that from happening.

Go back up to the top, and talk with Doan to receive a Bike Key. You'll need it to get through Lab 32 safely.

-----  
Lab 32  
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Things You Can Collect: Race Log

Go to the upper right to reach Lab 32. Inside, talk to the bike thingy, and robots will come out. Then a racing dude will appear, fend off the robots and challenge you to a race. This is easy, just keep circling around him and save your boosts till the end. You can also walk through the path instead of racing, you will gain some levels and acquire the item which records your speed when doing the race.

-----  
Proto Dome

-----  
Things You Can Collect: None

Now head to the building at your lower right. Defeat all the enemies, go up and find a robot (Robo), who will be your next party member. Lucca will repair him and you will have to leave a character behind (I chose to leave Lucca behind, it's up to you). Then head out and up to the Factory.

-----  
Factory  
-----

Things You Can Collect: Shelter, Hammer Arm, Titan Vest, Plasma Gun

At the Factory, use the panel in front of you. An enemy will drop down, just use attacks to defeat it. Now go up, and to the right elevator. Take the ladder to the lower floor, go left and grab the Robin Bow. Now get on the conveyor belt, and get through three rooms of enemies. Then hold down so you can get off. Go down, and up the ladder. Go up, and to the right to pick up the chest. Go into the door, and get the codes (B,B and X,A). Grab the chests, go out, and into the door on the left. Get through here, and you will be at the control panel. Enter both of those codes, and then go down the ladder and left. Go up the door to get another code, XABY. Now return to the entrance (you may want to go back to Proto Dome for the Enertron).

This time, go into the left elevator. Follow the path, and activate the panel in the room with the lasers. Grab the chests, and either go down the ladder or elevator. Enter the code, and turn the power back on. Something goes wrong, so escape, using the ladder (elevator doesn't work). On the way out, you'll meet Robo's "friends". They'll beat him up, and the turn on you.

Wwyern's Tactic:  
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Robo's Pals  
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Crono, Lucca/Marle (Lucca works better)

Use Fire Whirl on the center of each line. Two per line should wrap it up.

Use Marle to heal, and use Crono's Cyclone. When they are gone, you'll head back to the Proto Dome. Lucca will repair Robo, and then you'll head into a gate.

-----  
End of Time  
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Things You Can Collect: None

Whoa! Weird. Talk to the guy in the middle. Whenever he says "Hey", he's got something to say. Try to leave and he'll say hey, and tell you to go into the door above. There you'll meet Spekkio and learn magic. You can also try to beat him to receive some items. Once that is done, you can either go back to your own time, or gain up lots of levels.

To go back, go in the portal which says 1000 A.D. To build up, go into the 65 Million B.C one, and once in there, go to the map. Go right and when you reach the village, head to the upper right, you will find a Hunting Grounds. Find the Nu (either at the top platform at the bottom right, or at the top left or right, it's random). He will take you down to 1 H.P with his attacks, but he won't kill you. Everytime you beat him, you get like 30 tech points, and heaps of EXP, so do this until you think you are ready to move on. Return here often to build up.

-----  
1000 A.D  
-----

Things You Can Collect: Speed Tab, Magic Tab

Ok, barge in on someone's house...Anyway, get out and head to the

south-east, that's where Melchior's Hut is. Before you do, you may want to look around, first in the Elder's House for some items, then to the Market to laugh at prices higher than what Bill Gates earns. Once you reach Melchior, he'll tell you there's a vortex which will take you back to Truce, so head into the mountains above (Heckran Cave).

-----  
Heckran Cave  
-----

Things You Can Collect: Ether x2, Mid Ether, Magic Scarf, Taban Vest

This should be easy for any RPG gamer to get through, just that in the middle of the cave, where you can either go into the door at the bottom left or bottom right, go in the bottom right first to grab some treasure, then into the bottom left. There, walk through the water and save. Now you'll have to face Heckran. He's quite easy, level 12-15 or so is good. Just don't hit him when he challenges you to, otherwise he'll counterattack.

Wvyern's Tactic:  
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Heckran  
-----

Crono, Lucca, Marle

Use Lightning and Antipode. When he says, "Go ahead and attack," wait for a counterattack break or you'll get a waterwave down your throat.

When you beat him, jump in the whirlpool and go to into Lucca's House, speak to Taban and take the armor. Now go to Leene Square, and warp back to the End of Time. Now, you can either go to 600 A.D or be a psycho like me and level up major in 65 Million B.C (Level 18? Hmm...). Levelling up will help a lot, though. To Level 16 or 17 is good. Once you've done that, head to 600 A.D.

-----  
600 A.D  
-----

Things You Can Collect: Shelter, Ether, Jerky, Power Tab, Shelter, Gold Helm

Get out of the canyon, and go downwards towards the bridge. Speak with all of the knights there, and head up to Guardia Castle. Go right and into the kitchen, speak with all the people there too. Now leave and when you do, the chef will give you a Jerky. Take that to the knights at the bridge. Make sure your party is Crono, Marle and Lucca (with the Ice Sword and Fire Sword techs), then go across the bridge. You will see Ozzie, and he will send skeletons after you. If you have Lightning 2 for Crono, this should be too easy. Keep going until you get to the end, and face Zombor.

-----  
Zombor  
-----

As I said, make sure you have Marle and Lucca with you. Use Fire Sword on the lower body, and Ice Sword on the upper body. The person which isn't required for a tech can damage the other part or heal, and the last person to hit him will get all of their MP stolen.

Wvyern's Tactic:  
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Zombor  
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Crono, Lucca, Marle (the robot sucks!)

Use Lightning on the bottom (?) and physical attacks on the top. Heal up, this guy's a pain.

Go to the nearest Inn, rest. If you got the Naga-ette Bromide in the Cathedral, the north most house on the west block will contain a guy who wants it, talk to him and then open the drawer for a Tab. Now go east and enter the Denadoro Mountain.  
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Denadoro Mountain

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Things You Can Collect: Ether, Mid Ether x4, Revive x2, Mid Tonic x2  
500G, 300G, 600G, Shelter, Hero Medal, Magic  
Tab, Silver Erng, Silver Stud, Bent Sword

This should be quite easy to get through without directions, but first, go straight up into the waterfall. There, you should acquire a treasure of some sort. Then head back and go up the path to the left, you'll meet Tata, the supposed "Hero". After that, head upwards and follow the easy trail. Once you reach the two Free Lancers standing on a waterfall, beat them, and then go down the left-hand side of the waterfall. Hold left, you'll fall on a platform containing treasure. Then fall to the right, pick up the treasure, and head to the right, you'll appear on a path you just went on.

Keep going on past that part, when you reach the Kiwala (white creature), keep talking to it for a Magic Tab. Keep going on until you reach a cave, this is where Masa and Mune are. Before entering though, make sure that you have Lucca in your party (with the Hypno Wave tech).

---

Masa and Mune

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Use Hypno Wave straight away, and focus all your attacks on one member. Fire Sword and Uzzi Punch worked well for me, this is just a warm-up battle...

Wwyern's Tactic:

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Masa and Mune

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Crono, Lucca, Robo (sigh)

Use Hypno Wave to put them out, then concentrate on one. They can't operate apart.

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Masamune

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This is pretty tough. Whenever it says "storing tornado energy", use Crono's Slash tech to get rid of it. Use one person to heal (Robo preferably, he's got Cure Beam which cures multiple targets) while the other two use an attack like Ice Sword or Fire Sword. Robo's Uzzi Punch once again comes in handy here. It's hard, but it'll be over soon.

Wwyern's Tactic:

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MasaMune

---

Crono, Lucca, Robo

Use Dual Techs like Fire Punch and Fire Sword (if you've got it) and Slash when he stores his Tornado energy.

Once you've beaten them, you'll get the Masamune, and get warped out of here. Go down to Porre, and head into Tata's Home. Get the Hero Medal from Tata, and go into the Cursed Woods.

---

Cursed Woods

---

Things You Can Collect: Shleter, Magic Scarf, Mid Tonic, Bent Hilt

Go all the way up to the top, and go down the bush to get into Frog's home. Talk to him, but he won't join you. Open both of the apple like chests to get an accessory and the other part of the Masamune.

Melchior's name will be on the sword, so visit him.

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Melchior' Hut

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He'll tell you you need a special stone to forge the Masamune back together...so head to the End of Time and warp to 65 Million B.C.

-----  
65 Million B.C  
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Things You Can Collect: Berserker, Third Eye

At first, you'll be attacked by a group of Reptites. Use Crono's Lightning 2 to take care of them. More will come, and so will somebody who will beat them up for you. Finish all the rest, and have a conversation with Ayla (your new party member). After that, head down the canyon, and left to find the village. Go into the meeting site, and join the party! Keep talking to Ayla throughout it and she will challenge you to a "game" to win the Dreamstone. It's a soup drinking contest, have that turbo A button pressed down! After you win, you'll kinda fall asleep, and next morning you will find out the Gate Key is missing!

Before going after the thief, you may want to trade with the merchant in the bottom-right most hut. You'll need the items he has, but you need to collect Petals, Fangs, Horns and Feathers to trade. The easiest way to collect them is to go fight the Nu at the Hunting Range, he gives you three of each whenever you beat him. Ruby Vests are critical for some of the bosses which you will fight later on.

-----  
Item Name            Payment Needed  
-----  
Flint Edge            3 Fangs    3 Horns  
-----  
Rock Helm            3 Feathers 3 Horns  
-----  
Ruby Gun             3 Fangs    3 Petals  
-----  
Ruby Vest            3 Fangs    3 Feathers  
-----  
Sage Bow             3 Horns    3 Petals  
-----  
Stone Arm            3 Feathers 3 Petals  
-----

Once that is done, go south into the Forest Maze.

-----  
Forest Maze  
-----

Things You Can Collect: Mid Tonic x3, Revive x2, Mid Ether x2, Heal, Shelter

First, you'll meet Kino and have a short conversation. For a maze, this is easy. Grab all the chests you can see, and if your'e stuck at any point, search for a vine or a ramp which will take you lower/higher. Once you get to the very bottom of the screen, first go up to collect the treasure before exiting.

-----  
Reptite Lair  
-----

Things You Can Collect: Mid Ether x2, Full Tonic x2, Rock Helm, Ruby Vest, Full Ether

In this place, drop down the holes to get from room to room. Soon you'll reach a big room with a Reptite guarding some treasure. The room after that has a path which leads left, unless you want to go back to the start, avoid that path and head straight. Soon you'll meet Azala. Whatever you respond won't make a difference, you'll have to fight Nizbel. I suggest having Robo and Marle in your party.

-----  
Nizbel  
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First of all, you'll need to shock Nizbel with Crono's Lightning to

deal any decent damage to him. Then whack him with Ice Sword, Ice Sword 2 if possible, and use Robo to heal or use Uzzi Punch.

Wwyern's Tactic:

-----  
Nizbel  
-----

Crono, Ayla, Whoever  
Stun him w/Lightning and kill him, it's not rocket science.

After the battle, Azala will hand you back your key. Then you'll appear back in the village, and say goodbye to Ayla. Head back to the time gate and warp to 1000 A.D, Medina Village.

-----  
1000 A.D  
-----

Things You Can Collect: Masamune

Go to Melchior's hut and show him the Dreamstone. He'll take one of your other members downstairs to fix it. It won't take too long, just don't talk to them. Once the Masamune is fixed, take it to Frog. Finally, he'll join you. Now back to the End of Time so that Frog can learn magic, and take him back to the Hunting Grounds in 65 Million B.C to gain some levels, and if your'e good enough, to get Water 2.

After that, take Marle into your party and go to 600 A.D, east of the Denadoro Mountain to find the Magic Cave. Enter the Magic Cave, and Frog will use the Masamune to get through. Pass through this very easy section and read the soldier's note, something about Juggler's in Magus' Lair. Then head out, and up into Magus' Lair.

-----  
Magus' Lair  
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Things You Can Collect: Mid Ether x4, Shelter x2, Barrier x2, Magic Tab x2, Mist Robe x2, Slasher, Dark Mail, Revive, Speed Belt, Magic Scarf, Doom Finger

Whoa...Magus' Lair! That's where I got the name of my website from (shamless plug coming up), please visit it at <http://jump.to/magus> :-)

Go inside, and go to the left corridoor first. Go up, collecting all the treasure on the way, and then go to the right and do the same. Something strange is going on... a save point will appear in the middle of the entrance hall. Step on it, and that fat bastard Ozzie will appear. He'll say something about defeating all 100 of his monsters. If you think he's lying, I dare you to count all of them. Defeat his henchmen and then go back into the left corridoor. Go up, fighting enemies if you want, and soon you'll meet Slash.

-----  
Slash  
-----

Damn, he's got Crono's techs! The easiest way to kill him is to use Arc Impulse (a triple tech, requires Crono's Spincut, Frog's Leap Slash and Marle's Ice 2) if your three characters aren't hurting. If they are, use either Frog or Marle to cure, and use a dual tech (if it's Frog, X-Cut, if it's Marle, Ice Sword 1 or 2). Once you defeat him, he'll attack again, use the same tactic.

Wwyern's Tactic:

-----  
Slash  
-----

Crono, Frog, Robo  
Triple Raid and you'll be rewarded with his nifty sword.

Pick up the Slasher, and then use a shelter at the save point. Then head to the left corridoor, and talk to the kids surrounding the treasure. They'll turn into Shadows, easily fried by Lightning 2 (or any other level 2 elemental spell). Grab the treasure and head



up. You'll fight Flea...rather a fake Flea. Be careful, whoever hits him/her will have their MP drained. Then you'll be taken into battle with the real Flea.

-----  
Flea  
-----

Ouch. She/he's quite hard, as she/he (I'll just call Flea it) keeps using status changing spells (Chaos, Sleep). This time use Frog and Crono's techs (Spire, X-Strike) and use Marle for healing and recovery. It will take a while.

Wwyern's Tactic:  
-----

Flea  
-----

Crono, Frog, Robo

Be careful! This chick/dude uses status-affecting magic. Store up on the Heals and Triple Raid or X-strike whenever possible. She doesn't have much HP.

Now go back to the main entrance. You can either head back to where Slash was to save and restore, or just go on the teleporter in the centre. Once you do, follow the path until you reach Ozzie.

-----  
Ozzie  
-----

Extremely easy, just don't hit Ozzie! Instead move the cursor around to target the switch chain thingies. Hit all four of those targets and you'll win.

The right save point is a save point, the left one a teleporter. Head into the teleporter, follow the stairs and then enter Magus' inner sanctum, which looks extremely cool. Head into battle with him.

-----  
Magus  
-----

This is very hard. He keeps on changing barriers, and whatever magic he casts is the type you have to use against him. I still used Crono, Frog and Marle in my party. Attack him with Frog to change his barrier, and use your most powerful type of magic on him. When he risks casting a spell, quickly fire up Arc Impulse (Triple Tech), and then after he casts it get ready to cure. Use Marle and Frog to cure (Double Cure is great) and then repeat the process over again.

Wwyern's Tactic:  
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Magus  
-----

Crono, Frog, Marle

This is by far the hardest boss yet. Hit him repeatedly with the Masamune, and wait for his barrier to switch to Water. Then, use Ice Water, Ice Sword, and Swordstream to bring his HP down. When he starts casting a spell, hit him with physical attacks until he casts Dark Matter, then heal up and do it again. He'll die eventually, i promise.

Once you beat him, something will happen, dragging all of you into a gate...

-----  
65 Million B.C  
-----

Hey, your'e back in Ayla's place...after a few events take place, Kino runs in and says that the North Ruins are on fire. Head there, and listen in on Ayla's conversation. After that, get some new items at the trading hut.

-----  
Item Name            Payment Needed  
-----  
Aeon Blade            3 Fangs     3 Horns  
-----

-----  
Dream Bow            3 Horns     3 Petals  
-----

Dream Gun            3 Fangs     3 Petals  
-----

Magma Hand           3 Feathers 3 Petals  
-----

Rock Helm            3 Feathers 3 Horns  
-----

Ruby Vest            3 Fangs     3 Feathers  
-----

Now head up to the Dactyl's Nest.

-----  
Dactyl's Nest  
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Things You Can Collect: Mid Tonic, Mid Ether, Meso Mail

The enemies here give you some nice amounts of EXP, so level up if you want. Follow the path, which is usually go up a ladder, around, up a ladder again... and you'll reach the top soon. Ayla will be there, with some Dactyl's. Take Frog and Marle out, and add Robo to your party. Then fly south, and into the Tyrano Lair.

-----  
Tyrano Lair  
-----

Things You Can Collect: Full Ether x2, Full Tonic, Mid Ether, Tonic, Revive, Cera Topper, Meso Mail

Head in and go down the stairs on the right. Find Kino and follow him back upwards. He'll open the left path. Get through the easy castle, using switches (usually skull heads) to get through. Most of the time you'll have the switch in a room on the right, and it will open up the door in the middle. There'll be a room coming up with two switches, and if you press them, monsters fall from the sky =) Exit to the right. Soon you'll reach a very annoying teleport room, where most tiles take you to another place in that room. Teleport around to grab the treasure, then exit via the stairs. Now, fight Nizbel 2.

-----  
Nizbel 2  
-----

Easy, just use Lightning like you did with the first Nizbel and Twister (Triple Tech) if you have it. Follow the steps you did to take care of Nizbel one and you'll be fine.

Wwyern's Tactic:  
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Nizbel 2  
-----

Crono, Ayla, Frog  
Use physical/lightning techs like Spire and Volt Bite. Charm for a 3rd Eye.

After the battle, go outside. There's three switches on the floor, the top switch is a save point, the left switch makes the floors open and the right switch summons enemies to battle with you. Enter the skulls' mouth for a chest, then head in the middle door. Soon, you'll reach a bridge which leads outside, change Robo with Lucca. Fight Azala and the Black Tyrano.

-----  
Black Tyrano/Azala  
-----

First, concentrate everything on Azala. Fire Sword 2 works very well here. Once he's done, just attack the Tyrano until he says "Removing Defense". He'll start counting down, whack him with everything you have until he reaches 0. Heal, and repeat the process again.

Wwyern's Tactic:  
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Azala&Black Tyrano

-----  
Crono, Ayla, Frog

Arm Fire armor, if available. Use magic on Azala till she dies, then wait for the Black Tyrano to lower its defense. Attack it with your most powerful techs, and brace yourself for the flame attack it uses when the counter hits 0. It also bites you to steal HP.

Lavos falls to the Earth...and the Tyrano Lair is gone. Go into the crater which is left, and enter the gate. Which will take you to..

-----  
12000 B.C  
-----

Things You Can Collect: Black Rock, Magic Tab

Reality aside, I think this place looks cool! With all the palaces and so forth...plus they have some pretty cool music. If I could live somewhere, it would be here...but enough said, let's get on with it!

Get out of the cave you are in and head east. Enter the Skyway and stand on the teleporter to be taken to Zeal, the floating continent. Sounds like FF3. Anyway, go into the first palace there, Enhasa. Inside will be three books on tables scattered around the place. You have to open these elemental books in this order: Water, Wind, Fire. Water is on the right side of the room, Wind at the top, and Fire near the entrance. Change your party to Crono, Frog and Marle. Go into the door which just opened up, near the Fire book. Inside are six Nu's, beat them by using your second level elemental spells (Lightning 2, Water 2, Ice 2) and if you have them, use Glacier (Frog and Marle' dual tech) to really hurt them. You'll get heaps of EXP and two tabs.

If you need to heal find the healing circle (there's one in each palace), and then head to the next Skyway. Go in, and when you get out, go west to reach another Skyway, which will take you to the other side of the Floating Continent. Enter the palace of Kajar and do the same with the books, although I've forgotten the locations of them it should be easy :-). A door will open somewhere, go in and grab the Black Rock from the Poyozo Doll.

Get out, and go in the caves until you reach the main castle. Here, find the healing circle (should be to the left somewhere) and speak to the person with the sapling, and tell her to grow it. Do this if you want to get the \*best\* ending. Then go to the upper right doorway and into the room where Janus and Schala are. After the guard comes, follow Schala, only to find out you can't open the sealed door with Marle's pendant. Go to the left, speak to the sleeping Nu to get through, and then go up to the Mammon Machine. Press A to charge the pendant, then go and open the door you couldn't before.

Before heading on further, put Lucca, Crono and Frog in your party. Have them all equip Ruby Vests, and then continue on. You'll meet Dalton, who will summon a Golem to get rid of you.

-----  
Golem  
-----

With this trick, this is easy. Whatever attacks you do are what it does, so just use Fire attacks (see the purpose of the Ruby Vests?), mainly Fire Sword 2. Use Frog to Heal. But if you win or lose, you still get captured.

Wvyern's Tactic:

-----  
Golem  
-----

Whoever

Good luck, you'll need it. You don't have to kill it, but it really helps in the EXP. department. It copies attacks, physical being the worst, so don't hit it. Change up elemental magic attacks as quickly as possible, because you have a short gap between when it copies and when it attacks.

Watch the nice little scene that goes on. But what's not nice is that the Prophet sends you back to where you came from. 65 Million

B.C. Damn, you can't even get back in! So head to the End of Time, and talk to the old guy. He'll tell you to go to 2300 A.D, where there are heaps of doors just like the one you opened in 12000 B.C.

-----  
2300 A.D  
-----

Things You Can Collect: Full Ether x2, Power Tab, Hit Ring, Elixir, Wallet, Charm Top, Gold Stud, Gold Erng, Magic Tab, Lumin Robe

Open up the doors with the seals in Bonger Dome, Trann Dome and the Arris Dome. You should pick up some extremely cool items, including the Gold Stud (MP use cut by 75%! Sweet!). So don't miss out. When you've picked them up, head to the Sewer Access, just below Lab 16.

-----  
Sewer Access  
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Things You Can Collect: 600G, Rage Band, Bolt Sword

The enemies here are extremely easy, and so shouldn't need too much help here. There will be a piss easy boss on the way through, one shot can kill him. Go through, and exit via the ladder. Then head to the Keeper's Dome.

-----  
Keeper's Dome  
-----

Things You Can Collect: Epoch

Ok, there's a weird ass Nu hanging around, talk to him and then go to the north door. Inside, read all of the shiny things to read notes on Balthasar and his creation. Once you get around, you'll see his creation...the Wings of Time/Epoch! The Nu will come around, ask you to give it a name, tell you the controls, and after that, off you go!!! Just whatever you do, don't go to 1999 A.D unless you want to face Lavos. Now remember those seals? There's a few chests just like that, so let's head back to 600 A.D and grab them.

-----  
600 A.D-1000 A.D  
-----

Things You Can Collect: Blue Mail/Vest, Red Mail/Vest, White Mail/Vest, Black Mail/Vest, Power Ring.

There are chests in these locations:

Truce Inn  
Guardia Castle  
Porre Elder's House  
Guardia Forest  
Magic Cave

Head to all of these locations and open the chests. If it says, "Something inside is reacting, do you want to take it out" say no. You'll get something better in the future. This is what I mean when I say "upgrading". Now warp to 1000 A.D.

-----  
1000 A.D  
-----

Things you can collect: Safe Helm, Swallow

Go to all of those locations to pick the chests up, but there is no Magic Cave. However, there is the Heckran Cave, where there will be some chests for you. Also, head to the blue thingy (Forest Pyramid) above Medina to grab one of two chests. One contains a really good helm, the other a pretty crappy weapon. Take the Helm, which I believe is on the left. Also, put Lucca in your party, and visit her home. Talk to Taban to recieve some armors for her. Now head back to 600 A.D.

-----  
600 A.D  
-----

Go to the chests which you said no to. Open them now to receive a weaker type of armor than what you got in 1000 A.D. And then head to 12000 B.C.

-----  
12000 B.C  
-----

Things You Can Collect: Power Tab

Go west and enter the Terra Cave. It's the home of the Earthbound Ones, as opposed to the Enlightened Ones. Don't buy weapons yet, you need more money. Go down to the bottom and right. Put Ayla in your party, and either Marle or Lucca. Go up until you reach the Imp and the Beasts. Fight them.

-----  
Imp and Beasts  
-----

Use Ayla's Charm to steal a pretty sweet helm from the Beasts. Now use Fire on the Red Beast, Ice on the Blue. If you don't have them, use Lightning or some attacking techs. After you beat them, use Rock Throw on the Imp and it's all over.

From Ryan Ham:

Hi,  
Your walkthrough is great, really helping me. One thing though, on the part just before The Mountain of Woe, about the beasts and the imp. You said to use fire on the red, and ice on the blue, I used fire on the red, and it did 0 damage, when I used fire on the blue, it did at least 500 damage. I think you got those two mixed up.

Head back to heal, then go up into the Mountain of Woe.

-----  
Mountain of Woe  
-----

Things You Can Collect: Shield x2, Barrier x3, Lapis x2, Full Ether x2,  
Lode Vest, Lode Helm, Time Hat, Shelter,  
Ruby Knife

This is a top notch place to gain levels. Put Ayla and the person whose levels and techs you want to build up in your party. There will be these enemies called the Rubble who only appear once. They will lock your party down (no techs or items), but with Ayla you can kick it's arse easily. It gives you 100 tech points, so that's sweet. Also, you can steal great weapons here, better than you can buy at Terra Cave.

Explore this area carefully, it should be easy for you to grab everything. The exits are in the northwest corner for the first screen, at the very far east for the second, northeast for the next one and in this screen, there are no enemies, just some stuff. Put Ayla and Robo in your party. Go north to face Giga Gaia.

-----  
Giga Gaia  
-----

I found this quite easy. First, he'll deal some damage, cure with Robo and Ayla. Then use your most powerful attacks (Luminaire, Shock) to get rid of the arms. Dual and Triple techs are great too. Once the arms are gone, pummel the body. The arms should come back, rinse, lather and repeat.

Hey... what the hell is Melchior doing here? Anyway, the Mountain will collapse, so get back to the Terra Cave. You'll have a conversation which involves that Dalton guy coming in and doing

something, along with Janus and Schala. After that, talk to Melchior to receive a Ruby Knife, which will help destroy the Mammon Machine. Get out of here, go east to the Skyway and back up into the Enlightened World, into Zeal.

-----  
Zeal  
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Things You Can Collect: None

Go into the Mammon Machine's room. You'll find out it's been moved. So head into the main/middle corridor, and at the end you'll find Dalton.

-----  
Dalton  
-----

He's too easy. Almost the same as Golem, you should just pound him with physical attacks and your most powerful magic spells.

Wwyern's Tactic:

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Dalton  
-----

Crono, Frog, Ayla

He's easy, just smack him with powerful techs. He counterattacks with Iron Orb.

After that, you can go back and heal on the healing circle, or just head right into the gate. Which leads to the Ocean Palace.

-----  
Ocean Palace  
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Things You Can Collect: Aeon Suit, Rune Blade, Star Sword, Shock Wave, Aeon Helm, Demon Hit, Elixir, Sonic Arrow, Kaiser Arm

Okay, before venturing forth, here's a word of advice. Put Crono, Lucca and Marle in your party. The enemies here are usually Scouts, and there are three types: Blue, Red and Yellow. You can only use Ice on the Blue, Fire on the Red and Lightning on the Yellow otherwise they will heal themselves. Second, you'll most certainly come across and Jinn and Barghest, kill the Barghest first as it is easier to kill the Jinn then.

Save, talk to Masa (or Mune?) and then head into the room below you. The way to go is into the south door, but you want to pick up some nice treasure. The SW and SE rooms yield some nice items. When going into the SW room, follow the left edge around to the bottom, and then keep going right to reach a secret treasure chest. Watch out and pick up all the treasures, they're awesome.

Once that's all done, go back into that first room and use the south exit. Save, and then go down the stairs. There will be lots of hard enemies and large groups of them too, so don't hesitate to use your best spells. Follow the path all the way down, and you'll find Mune (or Masa? Probably Mune). Go into the next room and save (use a shelter, trust me). Then head onto the elevator, and use the sparkling tab to get down. There are lots of enemies here, use your best attacks (Delta Force may work nicely).

Once you are at the bottom, go up, and either to the east or west. Destroy all the enemies in these rooms, pull the switch on the wall and then repeat for the other room. A walkway in the middle will open up, cross it. Save and shelter, and then make your party as Crono, Marle and Frog. Equip the party with Ruby Vests, or things which protect against Fire. Go up, and face the Golem Twins.

-----  
Golem Twins  
-----

With the Ruby Vests, this is easy. Use Fire Sword 2, Frog to Heal and

occasionally Leap Slash. There! That's all to it.

Wwyern's Tactic:

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GolemTwins  
-----

Crono, Frog, your most magic-resistant character.  
Arm Crono and Frog with White Mail/Vest and open up with Lightning2,  
then concentrate on each Golem with Spire to chew away the HP. The  
third person, unless it's Ayla, should simply sit there and heal  
themselves so they can gain EXP. If it's Ayla, you can use Volt Bite.

Ok, unequip Crono of the good things he has. Trust me. Go forward,  
and up to the Mammon Machine. Crono will use the Ruby Knife, no, the  
Masamune, and chaos will rule. You'll now face Lavos. If you want to  
beat him, go ahead, if not, read on.

Wwyern's Tactic:

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Lavos  
-----

Doesn't matter.  
You're gonna die.

Everyone will "die", and the Prophet will come along, revealing  
himself to be the great Magus!!! He'll face Lavos but get his powers  
drained. Crono will then wake up, go up to Lavos and press A. Then  
Lavos and Crono will disappear, the "Floating Continent" will sink  
into the sea, and tidal waves whack the crap out of everyone below.  
Whoops.

-----  
Last Village to the Blackbird  
-----

Things You Can Collect: None

You'll wake up without Crono. Now pick three people in your party  
(put Ayla in your party though) and head to the Commons. Dalton will  
show up after you talk to the Elder, and capture you and your Epoch.

-----  
Blackbird  
-----

Things You Can Collect: Your own stuff back

Whoo...you've been captured. Now head up the ladder and climb it.  
The air ducts are your way to travel. Press A on top of the lights  
to look down. Head to a ladder somewhere near the top left corner  
to reach one of your member's equipment. Now use an exit to get out,  
and start rampaging around everywhere, entering all the rooms to  
search for your items.

If you have Ayla, head south to the door and pretend to be sick.  
The guard will come and Ayla will smack him good. Go out, and left into  
the room with your money. Exit, go north, and you'll find two doors,  
enter the left one, and take your items back. Exit, go north and climb  
the ladder, into the ducts. Move all the way east, south, east, then  
north. Head west, and climb down the ladder, to get one person's  
equipment back. Exit this room via the south door, head east, enter  
the door and get another character's equipment. One more. Climb the  
nearby ladder, into the ducts, head west, south at the crossroads,  
south again at the crossroads, then west, and climb down the ladder to  
pick up the last chest. Exit the room and move north.

You'll enter a new screen soon, the room on the left has a ladder  
leading up to the deck. The Turrets here use Lock All on you, but  
when you kill them you get heaps of tech points and EXP. Sweet. Get  
to the end, and you'll face a Golem Boss.

-----  
Golem Boss  
-----

Just attack it. He can't hurt you.

Wwyern's Tactic:

-----  
GolemBoss  
-----

Whoever's on the Blackbird.

Hit him as hard and as fast as you can, because he never attacks and eventually gets away. He's worth a nice chunk of EXP.

You'll see Dalton flying below. You'll jump down and fight him.

-----  
Dalton  
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Use all that you have, even though he's damn easy, it makes it quicker. He'll call Golem Boss, but he's gone.

Wwyern's Tactic:

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Dalton Plus  
-----

The Blackbird folks.

He uses opposite magic attacks on you, and a Slash-like attack, along with Iron Orb. Not too tough.

Oh no, Epoch out of control!!! Follow the commands and you'll land back in the Commons. From here, head to the North Cape (which is north). Go to the shimmering dot and touch it to meet Magus. Here, you can either get him in your party or fight him. I strongly suggest getting him, as he has all elemental magic and VERY good shadow magic! Now he tells you that the Guru of Time can bring Crono back to life. So head in your Epoch (now controllable!) and fly to the End Of Time. The Black Omen will rise up, ignore it until the very end. BTW, always keep Magus in your party from this point onward.

If you didn't want Magus to join...

-----  
Magus  
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This will be one of the toughest battles yet. The secret here is to use Ice 2 and Cure 2 as often as you can, as Ice 2 deals the most damage and Cure 2 heals you up fully. Whenever the great one attacks, retaliate with Ice 2, then wait to see how much his next hit does before killing you. Of course, if you get down below 200 HP, heal.

Wwyern's Tactic:

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Magus  
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Frog alone, or three others.

This is an optional battle, and I suggest you don't fight it if it's your first time through the game. Magus will join you if you spare him, and his Dark Matter attack is oh so sweet. But if you do choose to battle him, use Frog, and forget the Masamune. Use a Bravesword if you've got one. Wear magic-absorbing armor (doesn't matter what, he uses everything equally it seems) and equip the Frenzy Band. It works beautifully.

After the battle, pick up the Amulet, and he'll blabber on about the End of Time, and how the Guru can help you bring Crono back...

-----  
End of Time-2300 A.D  
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Things You Can Collect: Chrono Trigger

Get to the End of Time, and talk to the Old Man, who is actually the Guru of Time! Go to Spekkio so that Magus can learn Shadow magic, and then try to leave. The Old Man (Gaspar) will talk to you about the Chrono Trigger, and how to use it to bring Crono back. But bringing Crono back is a sub-quest, and is not necessary although I recommend you do it.

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## Subquests

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Purely optional, but these quests are damn worth it. And always keep Magus in your party, not only because he's good, but so he can learn his Shadow magic faster.

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### Subquest 1: Saving Crono

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Head to 1000 A.D and pick up the clone of Crono at his house (I told you you would need it!) and then head to 2300 A.D, to the Keeper's Dome.

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#### Keeper's Dome

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Things You Can Collect: None

Talk to the Nu. It will execute a program, sending three dolls to help you on your way through Death Peak. After that, turn him off, and head outside and into the mountain to reach Death Peak. A suggested party is Robo, Magus and Frog.

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#### Death Peak

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Things You Can Collect: Magic Ring, Vedic Blade, Wall Ring,  
Memory Cap, Giga Arm, Brave Sword, Star  
Scythe, Dark Helm

The three dolls here will aid you on your journey. In the first screen, RUN to the first doll and speak to it. It will turn into a tree, hide behind it until the wind dies down. Keep repeating this process, remembering to always run otherwise you will get blown off.

Now explore your way through, and you will reach a flat area with a save point. Save, then head into the left cave. You'll face a Lavos Spawn.

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#### Lavos Spawn

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DO NOT HIT THE SHELL! It will kick the crap through you if you do. Aim all attacks for the head (Uzzi Punch, Leap Slash and Dark Bomb). It will go soon, and there are three of these on the mountain.

#### Wwyern's Tactic:

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#### Lavos Spawn

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Magus, Ayla, Marle  
Charm it's head for an Elixir and use Cat Attack and regular attacks on the head. Hitting the shell will result in a nasty needlespin counterattack.

Go up, to the right, and re-enter the cave. Go down, hit the switch, then head back to the Save Point. Save of course, then head up through the middle, and when you are outside again, you'll face another Lavos Spawn.

Go left, in this screen there will be a doll who says that it's very slippery or something like that. My advice? Run across the ledge, as fast as you can. Or you'll end up back at the Save Point. In the next screen, head down into the next screen and reach the last doll. I've forgotten what it said, but go down and kill the Spawn, and push the shell up to the ladder you can't reach so you can climb it. Up the top of the ladder, enter the next screen, go up the top and watch a sequence, and you'll have Crono back! Yay! Now you'll arrive at the End Of Time, talk to Gaspar and everyone but Crono to learn more about the subquests.

"In the middle ages, a woman's sheer determination brings a forest back to life" - Subquest 2

"A fugitive in the Middle Ages, Ozzie, maintains an evil hideout" -Subquest 3

"There's a task to be done in the future, where machinery originated" -Subquest 6

"And there's a very special stone that can shine its light on each generation, from the distant past to the far future" -Subquest 5

"There's the ghost of a lofty knight, slain by Magus in the Middle Ages, who haunts the present" -Subquest 4

"There's an object in the middle ages that sparkles like a rainbow" -Subquest 7

"One of you is close to someone who needs help, find this person.. fast" -Subquest 8

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Subquest 2: Reviving the Dead Forest  
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Things You Can Collect: Lapis x2, Aeon Suit, Full Tonic, Hyper Ether,  
Aeon Helm, Muscle Ring, Memory Cap, Full  
Ether, Power Tab, Green Dream

In 12000 B.C, you talked to the woman about planting the seed, right? Go to 600 A.D and to the continent where Porre is. There will be a house and a whirlpool in the middle. Go into the house, speak with Fiona and Marco, then put Marle, Frog and Magus as your party. Head into the whirlpool.

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Whirlpool  
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Lots of treasure here...and enemies. Hold run to get most of them. Head down one screen, and catch Retinite to fight it.

-----  
Retinite  
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Use Ice or Water magic on the bottom first, as it lowers it's defense. Then attack it with all you have, and repeat with the top. Keep curing, don't forget, and Leap Slash is handy here. Don't use any other magic spells.

Wwyern's Tactic:  
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Retinite  
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Magus, Frog, Crono

Kill the core with Confuse and use Ice/Water to destroy the leg/body defense. Then use Confuse and alternate from Magus to Frog weakening its defense. Cast spells between every Confuse and it'll drop like a fly.

After this, grab the rest of the treasure and put Robo in your party. Speak to Fiona, then leave him with her. Go to 1000 A.D and into the shrine to pick up Robo. BTW, one of the nuns sells good defense items.

Go out, and you'll appear in a camp. You'll discuss something, and you'll have control of Lucca. Go right and into the red gate. you'll be in her room, go down the stairs and into the main room. Her mum will be there, go to the white panel and enter L,A,R,A to stop her from dying. Half-dying. It doesn't matter if she dies or not. Go back into the Gate, you'll meet Robo and grab the Green Dream (whenever you die, you regenerate. Once).

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Subquest 3: Ozzie's Fort  
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Remember that green fat piece of crap? Well, he's still around in

600 A.D. Dump Ayla, Magus and probably Robo in your party, and go to his fort. It's on an island in 600 A.D.

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Ozzie's Fort  
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Things You Can Collect: Full Ether, Magic Tab, Sight Cap, Dash Ring,  
Magus' Best Equipment

Head in and Ozzie will see Magus. And run. So follow him, and soon you'll have to face Flea Plus. It's not really a boss, just whack him and he'll run after a short while. Next is a screen with monsters which just come and leave as fast as they came. You'll understand. After that, you'll face Super Slash. Just attack him as fast as you can.

After that, you'll be in a room with Ozzie and a treasure chest. Ignore it, and head to the exit. An Imp will try to take it but die. Ozzie will run. Grab the chest, and before exiting, go to the very right wall and go down to reach a secret room with Magus' best equipment. Now go out and face Ozzie, Flea and Slash.

-----  
Ozzie, Flea and Slash  
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Don't go for Ozzie! They'll do a triple tech on you. First, Charm an item off each of them, then pound either Flea or Slash (Flea is who I went for) and then the other will run, leaving just Ozzie to beat. Use Shadow magic, Uzzi Punch and your other stronger techs.

Head up to meet Ozzie again. Hit the switch, fall down, and then just head back into the room. A cat will come in and make Ozzie fall down a pit.

If you go to Medina Village in 1000 A.D, everything is cheapo!!! Go there to stock up on items and etc.

-----  
Subquest 4: A Ghost Named Cyrus  
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Things You Can Collect: Toma's Pop, Tools, Hyper Ether, Elixir, Siren,  
Valkerye, Shiva Edge, Kali Blade, Nova Armor,  
Moon Armor, Magic Tab

Go to 600 A.D, the Choras village, and go in the Cafe. Talk to the person drinking beer, and Toma. Then go to 1000 A.D, and to Toma's Grave. Go behind the tombstone, press A, then go in front of it and press A. He'll tell you the location of the Rainbow Shell (another quest).

Now go to the Cafe and talk to the beer drinker who will say you can borrow his tools. Go into a house nearby and talk to his wife to get the tools. Go to 600 A.D and give the tools to the guy in the Cafe. Go to his house and they will get to work at the Northern Ruins.

Go to it, and defeat all of the monsters but don't open any chests. Then go back and let them repair it again, at a cost of 2000g. Then go back to the ruins, to the west wing and into the door there. You'll get the Masamune upgraded when you speak to the grave.

Go back to the carpenter, he'll fix the rest of it up. Now go through, not opening any chests but still talk to them. If they say "something inside is reacting" answer "no" and continue on. Once you've seen everything, go to 1000 A.D and open all of the chests here. Then go back to 600 A.D to collect them again.

Now put Frog in your party, head to the Denadoro Mountains in 600 A.D. Go through again until you reach a part where a Free Lancer is throwing rocks at you, Frog will catch one and it will turn into a Gold Rock.

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Subquest 5: The Sun Stone  
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Things You Can Collect: Sun Stone/Moon Stone, Wondershot, Sun Shades

Go to 65 Million BC and into the trader's hut. Get a Ruby Armor, equip that, the Red Mail and Red Vest on your party. If you don't have them, just equip Ruby Armors. Now go to 2300 A.D and find the Sun Palace (talk to Lucca at the End Of Time to see what it looks like). Enter and face the Son of Sun.

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Son of Sun  
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It's like roulette. Only use physical attacks, no magic. You can't hit him, only the fireballs around him. But only one of them is the right one, the one which will deal damage to him. So it's a matter of guess and whack as fast as you can before he spins them around. With the Red/Ruby Armor/Vests it should be easy, as if you guess wrong he'll do a Fire attack which your armor will defend. Otherwise, if you hit the right one, go nuts and rush it.

Wvyern's Tactic:  
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Son of Sun  
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Magus, Crono, Frog

Arm Red Mail/Vest/Armor, you'll need it. Use Black Hole to off some of the flames. It's a guessing game, pick the right flame with a normal attack and it'll hurt him. Pick the wrong one and he'll counterattack. Hit him and he'll counterattack with Flare, the most powerful Fire type spell in the game. So don't do that.

After that, go up, and collect the Moon Stone. Head to 65 Million BC, and find the Sun Keep (on an solitary island). Place the Moon Stone there, and go to 2300 A.D, and into the Sun Keep. The stone's gone. Go to the Keep in 600 A.D. It's there. So head into 1000 A.D, and to Porre. There'll be a sparkling house, go into it and talk to all of the liars. Go to the Snail Stop, buy the Jerky, and head to 600 A.D. Enter the house and GIVE the Jerky to the woman. Now back in 1000 A.D, the house will still sparkle but the guy will give the stone to you. Place it back in the Sun Keep, then go to 2300 A.D to get it back as the Sun Stone (you have to have Lucca in your party).

Now go to Lucca's House in 1000 A.D, she and her dad will forge the Wondershot (a weapon for herself) and the Sun Shades (attack up by 1/4...sweet).

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Subquest 6: Where Machines Originated  
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Things You Can Collect: Magic Tab x2, Vigil Hat, Lapis, Megaelixir, Full Ether, Crisis Arm, Terra Arm

Put Robo in the lead of your party and go to the Geno Dome in 2300 A.D. Enter, talk to the machine and you will get access to the Geno Dome. Now put the characters you want to level up in now, as this conveyor belt is a top-notch place to build up your levels. Once that is done, go right. If you talk to the sparkling thing it will ask you if you want to go down the chute. Do this repeatedly to gain lots of levels (you end up back at the entrance).

Right in front of you is a pod, press the switch to open it (for purposes later on). Go to the west , and fight the two enemies there. But don't go up that path, instead head to the one next to it. You'll see a computer and some enemies, kill them. Talk to the computer to grab some info. Next open up the pod nearby, it's a charging station. Then go to the door on the left, and go up. Hit the left and rightmost switches, then go back to the charging station next to the computer. Stand in it until you have this thing wrapped around you, then RUN to the pod below the switches. You'll open the door, go in and grab the doll.

Get charged again and RUN to the pod above the entrance. Go in the door that opened up and grab the treasure (plus 50000G!!) Now go around and up on the conveyor belt, watch the robot at the top. Then

go back, enter the first room for some treasure and some enemies. The other room is an elevator, get in there. Once out, you can head south for a save point. Then go to the door in the north wall, and go through the passage. There will be a voice speaking to you... anyway, go up, defeat the enemies, and go into another elevator.

You're back in the main room. Go left just like the robot did and hit the switch there to change the direction of the conveyor belt. Then go back and down. Hit the laser switch, and then go back to get charged. Now RUN as fast as you can, back to the conveyor belt, and into the remaining pod. You'll open the door, grab the treasure and make the robot follow you back to the place where you killed the two enemies when you first entered this main room. Then go up, and place the robot in front of the other to short-circuit them. Grab everything and go back to the elevator. Go up, and save. Equip Robo with the best things you have, and go west. You'll see his girlfriend, Atropos, and you'll have to fight her with just Robo.

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Atropos  
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Use either Area Bomb or Uzzi Punch and you've got this one in the bag. Don't forget to heal.

Wvyern's Tactic:  
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AtroposXR  
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Robo  
I hate Robo and I never use him, and I pay for it now because he knows Heal Beam. Here's how you beat Atropos with this crappy robot. Arm the Black Mail to absorb her Laser Spin attacks, your best Hand and Safe Helm if you've got it, and a Frenzy Band. Works perfectly; you might have to heal up with the beam thingy if you don't have the Safe Helm. You're rewarded with her ribbon, which ups his Speed by 3 and Mg. Defense+10.

Run at the switch in the wall above you with Robo, it'll open and let you in. Then go out and to the west, climb down the ladder, into the door, through the east and pick up the treasure. Then head back up, and continue going straight. You'll fight some Laser Guards, and when they are all gone put the dolls on the green switches, go forward and fight the Mother Brain. BUT before that put Robo, Crono and Magus in your party.

-----  
Mother Brain  
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Ok, full on attacks, nothing else. Use Shock, Luminaire and Lightning 2/Dark Mist. Don't stop to heal or anything, because it's just too easy. BTW, don't worry about the two side computers, one Shock or Luminaire can take 'em out.

Wvyern's Tactic:  
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Mother Brain and Display  
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Robo, Magus, Ayla  
Charm the Mother Brain for Blue Mail and use a 2nd level element spell to knock out the Displays, then kill the Mother Brain with your best techs. You'll get the Terra Arm (Robo's best weapon) and the Crisis Arm (which sucks but is said to do 9999 damage on a critical hit; never seen it myself).

When she's dead, you'll get some weapons. The dome will close down permanently, and that's it.

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Subquest 7: The Rainbow Shell  
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Things You Can Collect: Power Tab x3, Full Ether, Sight Cap, Blue Rock, Lapis, Mid Ether, Frenzy Band

While doing subquest 4, you should have spoken to Toma, right? He

showed you the location of the Giant Claw, a cave which holds the Rainbow Shell. Head to it in 600 A.D.

Enter, read the note, and go through the door at the bottom. Hey... doesn't this look like the Tyrano Lair? Duh...it is! Keep on moving through it, as it is very easy to find your way around. Soon you'll reach a screen with three switches, the middle is a save, the left to open up a pit and the right to drop monsters. You escape by falling down the pit.

Soon after that, you'll end up at the previous entrance to the Tyrano Lair. Once you fall down into the cell which held the Laruba civilians captive, make your way to Kino's cell, save, put on fire protection, go up, and fight another Tyrano, the Rust Tyrano.

-----  
Rust Tyrano  
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It will use that stupid countdown attack every now and then, so be careful. When it's counting, pound it with all you have. When it's not, just heal and attack. Be careful, the longer the battle goes, the shorter the countdown gets. And the bigger the damage.

Wwyern's Tactic:  
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Rust Tyrano  
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Magus, Crono, Ayla

Just like the Black Tyrano, without Azala. Don't wait for it to drop its defense, it's already down. Hit it with Triple Kick, Luminaire and Dark Matter (basically, go for the throat). Charm for Red Mail. Heh, coulda used that BEFORE you fought him, right?

Go forward to grab the Shell, but it's too damn heavy!!! So exit, and you'll appear in Guardia Castle. The King's soldiers will collect it for you. Now put Marle in your party and go to Guardia Castle, 1000 A.D.

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Guardia Castle  
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Things You Can Collect: Lapis, Hyper Ether, Elixir, Prism Helms/Prism Dress, Prism Specs, Rainbow

The King's on trial...for selling the Rainbow Shell! Find the courtroom, and try to get in. You'll fail, so head down to the new wing of the castle, where the Shell is. You'll need to grab a piece to show that it's all a hoax set up by the Chancellor. So get to the Shell, read the note, grab a shard and head back to the courtroom.

They still won't let you in, but Marle will think of a way to get in. She crashes in through a window, and then the Chancellor will reveal himself to be Yakra number something. You've gotta fight him.

-----  
Yakra XIII  
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Use Haste if you have it, if not, just use your most powerful Triple Techs, and Dual Techs. He'll you some pretty powerful attacks, if you're hurting, use Frog or Robo to heal and the other two to pound him.

Wwyern's Tactic:  
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Yakra the Somethingth  
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Marle, Ayla, Lucca

Charm it for something good, I forget. Twin Charm it for some dummied item (rumor?). Well, use Antipode2/3, whichever you've got, and use Cube Toss (best Ice attack in my opinion).

Watch the scene, and Melchior will come up and ask you to meet him in the treasury. But, go back in the courtroom, pick up the shiny thing (Yakra Key), and find the locked chest in one of the rooms

adjacent to the stairway. Unlock it and the real Chancellor will appear.

Back in the treasury, at the Shell, Melchior will make you either a Prism Dress or 3 Prism Helms. Dress is the best ladies' armour, Helms are the best Helms. If you have the Sun Stone, talk to him again and he'll make you the Prism Specs and Rainbow. Rainbow is the most powerful sword for Crono, Prism Specs ups attack power by half. Put them on Crono and you've got yourself a war machine.

-----  
Subquest 8: The Black Omen  
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Things You Can Collect: Megaelixir x6, Magic Seal, 30000G, Magic Seal  
Vigil Hat, Elixir x2, Nova Armor, Haste Helm  
Zodiac Cape, Power Seal, Speed Tab x4, White  
Rock

To get in, fly to 12000 BC, 600 AD or 1000 AD, fly under it and get in. If you destroy it in 12000 BC, it won't appear again, but if you destroy it in 1000 AD, you can go back to 600 AD and do it all over again. A very, very nice way to gain some levels.

Ok, I say make your party Ayla, Robo and either Crono or Magus. Crono would be best for this situation as if you have the Rainbow and Prism Specs you can do a heap of damage. Robo's the healer and Ayla can Charm a whole heap of good stuff. The enemies to Charm off are the bosses, Flyclops, Synchrite, Ruminator and Goon. You'll get Gold Erng and Stud, Megalixirs and Nova Armors :-)

Before you enter, there will be Laser Guards at the door. A good dose of Lightning 2 or a Falcon Hit will dispose of them. Inside, you'll meet Queen Zeal and she'll bring out the Mega Mutant.

-----  
Mega Mutant  
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Ok, it's got lots of very damaging attacks. Every now and then it will pull off an attack which will take you down to 1 HP, so use techs which hit both halves of the monster.

Keep going north, and to get a save point, kill all of the monsters there (don't forget to Charm). Then head north, and kill the panels to continue. Keep on heading north, fight some hard battles and step into the teleporter.

You'll be heading down an elevator now, and whenever you move you'll be fighting a battle (well, for me anyway). Get through this next room while picking up the very important treasures, and soon you'll be in a room with two Nus and a save. One of them will ask you something about do you want to wake up, if you choose wake up, you'll be sent off the ship. The other one sells items.

Continue heading north, and you'll reach a room with a queue of Ruminators. Kill them to get through, and follow the path around, south past that Tubster enemy, and in the room with a teleporter, ignore it and go west for a Speed Tab. Then go in the teleporter.

Head into the next room, north west, east past those enemies, north and east to reach some chests. To the west of here is a save, save and go north to face the Giga Mutant.

-----  
Giga Mutant  
-----

Only use magic here, I suggest putting Magus and Crono in your party for this one. Watch out, the top counters with a MP drain, the bottom with a Lifeshaver. Just use your most powerful magic (Dark Matter, Luminaire, Shock, Flare, delta Triple Techs) to get this over with.

Go back and use a Shelter, you'll need to be back to full strength. Go north into the teleporter, onto the elevator and exit up top. Continue north until the panels, save and face the Terra Mutant.

-----  
Terra Mutant  
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My strategy was to just hit the top, as the bottom is healed by magic. Single magic attacks (Dark Bomb) work nice on the top, otherwise use dual/triple techs which are only aimed at the top. Don't try touching the bottom half at all.

A chest here contains the White Rock. Go north all the way to reach a Lavos Spawn.

-----  
Lavos Spawn  
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It's twice as good as the ones on Death Peak. Hit the head only with your most powerful attacks.

Go north, face the panels, and save. Equip some Blue armor (to your healer) and get ready for a long fight/s. In the next room or so will be the Mammon Machine, Queen Zeal will appear and fight you.

-----  
Queen Zeal  
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Having Frog here is quite useful. Pound her to death, and when she uses Halation, have Frog use Frog Squash and have someone Cure right after that. Always cure your party, otherwise they'll be wiped out real quick. When you beat her, she sends you into the Mammon Machine.

-----  
Mammon Machine  
-----

Hard. If you physically hit it, it's defense will go up, if you magically attack it, it's power increases. It's also got two phases, dormant and active. Use active to kill, dormant to heal. My tip? Conserve MP, and use physical attacks (Crono, Rainbow, Prism Specs, whoo-hoo!).

Now you're on top of the Omen. If Magus is here you can watch a battle of words go on, and if you do have Magus there his music will play in the background of the battle (sweet!). Anyway, you'll still have to fight her.

-----  
Zeal  
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Whoa. One head, two hands. Charm the Hands for a Prism Dress/Helm. Killing the head will end the battle. Heal very often and use your best attacks on the head (Triple Techs, Antipode, Ice/Fire Sword, Swordstream, etc.) and when you half-kill it, it uses Halation and then a MP buster. I suggest using a Megaelixir after that, then pounding it again. Good luck.

After she's gone, she'll mumble something to Lavos, the Black Omen will be destroyed and you'll be near...Lavos.

-----  
The Final Battle with Lavos  
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Ok, four ways to get here. The first is through the Black Omen, second the bucket in the End of Time, third the teleporter in Leene Square and fourth the Epoch. There is also the part in 12000 BC, when Crono sacrifices himself.

You can fight Lavos at these points in the game to get different endings:

At the start of the game, through the teleporter  
After your first trip back from 600 AD  
Just after you get to the End of Time  
Before getting the Hero Medal



Between getting the Hero Medal and Masamune  
After you get the Masamune, before seeing Frog.  
After Frog has the Masamune, before facing Magus for the first time  
After beating Magus and before the Tyrano Lair  
After Tyrano Lair, before Lavos in the Ocean Palace  
After seeing Schala opening the door (don't charge your pendant)  
At the end of the game, after the subquests

To hell with that, let's beat him! BTW, if you fight on the Epoch,  
you'll lose it in the end. The Epoch, that is.

-----  
Lavos Shell  
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This part only applies to those who came in any other way than via  
the teleporter and at the Ocean Palace, I think. First, it assumes  
the form of previous bosses. They are Dragon Tank, Guardian,  
Heckran, Zombor, Masamune, Nizbel, Magus, Black Tyrano, and Giga Gaia.  
After you beat each one, it will give you time to rest. Go up to the  
shell to fight again.

-----  
Dragon Tank  
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First, aim all attacks at the head (normal attacks). Heal when needed  
too. When the head is gone, start attacking the body. This is too  
easy.

-----  
Guardian  
-----

Just use normal attacks, maybe techs to get it done faster. First,  
kill off the two Bits, as if you attack the Guardian first they will  
all do a super move on you. Once they are gone (it won't take long),  
pummel the Guardian with normal attacks. The Bits will revive, so  
take them out again, and repeat once more to kill the Guardian.

-----  
Heckran  
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He's quite easy. Just don't hit him when he challenges you to,  
otherwise he'll counterattack.

-----  
Zombor  
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Use Fire magic on the lower body, and Ice magic on the upper body.  
The person which isn't required for a tech can damage the other part  
or heal.

-----  
Masamune  
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This is pretty tough. Whenever it says "storing tornado energy", use  
Crono's Slash tech to get rid of it. Use one person to heal (Robo  
preferably, he's got Cure Beam which cures multiple targets) while  
the other two use an attack like Ice Sword or Fire Sword. Robo's Uzzi  
Punch once again comes in handy here. It's hard, but it'll be over  
soon.

-----  
Nizbel  
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First of all, you'll need to shock Nizbel with Crono's Lightning to  
deal any decent damage to him. Then whack him with Ice Sword, Ice  
Sword 2 if possible, and use Robo to heal or use Uzzi Punch.

-----  
Magus  
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This is very hard. He keeps on changing barriers, and whatever magic he casts is the type you have to use against him. Attack him with Frog (with the Masamune) to change his barrier, and use your most powerful type of magic on him. When he risks casting a spell, quickly fire a Triple Tech), and then after he casts it get ready to cure.

-----  
Black Tyrano  
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Just attack the Tyrano until he says "Removing Defense". He'll start counting down, whack him with everything you have until he reaches 0. Heal, and repeat the process again.

-----  
Giga Gaia  
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I found this quite easy. First, he'll deal some damage, so cure. Then use your most powerful attacks (Luminaire, Shock, etc.) to get rid of the arms. Dual and Triple techs are great too. Once the arms are gone, pummel the body. The arms should come back, rinse, lather and repeat.

After all the bosses, you'll fight the Lavos Mouth, where the teleporter people end up at. Full scale attacks are required, don't stop. Keep pounding him with your best spells, and heal if required.

That's one part of him dead. If you came in through the bucket or Black Omen, a Gate and save are here. The Gate takes you back to the End of Time. If you want to know which party I used for the battle ahead, it was Crono, Magus and Robo. Waste all the Speed Tabs on Robo, Magic Tabs on Magus and Power Tabs on Crono. Now head up forward, and you'll fight the Lavos Machine.

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Lavos Machine  
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It will attack you straight away, heal and get rid of the arms as fast as you can. The right arm has more HP than the left, use your most powerful attacks and spells on it. Once they are gone, wait for the body/head to use Obstacle and then you can attack it. Whack it as hard as you can, as if you take too long it will use an extremely damaging attack on you. It shouldn't be too hard though. When it's dead, it will make a speech and watch the scene. After the scene, get ready for the final battle.

-----  
Lavos Core  
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Very annoying, your'e in some sort of warp. Watch out for Rock of Ages and Evil Star, heal right after that. Meanwhile, use your best group attacks while healing (with Robo). Don't be afraid to use your items up. The Core is on the right, and the others are the bits (left is the healer, middle is the body). First, concentrate on the two bits, and when they are gone go for the Core. It will regenerate the bits, and then go for the Core. Once that's gone, go for the bits and they may revive the Core. If they do, just keep hitting the Core until it dies and go for the bits. The healing bit is a bugger, take that out too. Persist and it will die. Then you'll be swallowed into a time warp, and the ending will play...

Wvyern's Tactic:

i forgot where i left off, so let me just finish up...i noticed a glitch in the tips section on some CT websites; when they say, "Destroy the left bit first", the player automatically assumes their left, but sometimes they mean the left of the enemy. It's never too clear, so for future reference, I always mean the character's left or right.

Wvyern's Tactic:  
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## Lavos

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Crono, Magus, Ayla or Marle

This is the easiest boss yet. Lavos will copy previous bosses up to the Black Tyrano; that means HP, defenses and attacks. Easy. Even easier if you fly the Epoch to 1900 AD, but i'm sure that's no mystery to anyone.

Wwyern's Tactic:

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Lavos Again

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Crono, Magus, Ayla or Marle

Be sure to have your status-protecting gear on, and don't bother equipping the Charm Top on Ayla, if you've got her. She can't charm Lavos. Instead, give her PrismSpecs or the Greendream or something. He's a bit annoying, but not too tough, even for first time players. He'll open up with mass destruction, so heal up with Ayla (Marle works better). Return fire with Luminaire and Dark Matter, and Triple Kick at every opportunity. When the arms die, wait for Lavos to cast Obstacle (lowers his defense) and lay in on him with your muscle techs.

Wwyern's Tactic:

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Lavos Core

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Whoever you beat Lavo Again with Lavos Core can be quite difficult. Whatever happens, do NOT cast a mass destruction spell when you first get in the battle. He'll counterattack with something nasty like Crying Heavens, which does somewhere around 1000 damage. Instead, Triple Kick the left (that's your left) bit. It should die. Wait for the right bit to lower Lavos' defense, then attack with your Luminaire and Dark Matter. The core is only the muscle of the team, the right bit is the brains. Kill the right bit and your worries are over. It'll revive the others after a time, so be quick about it.

Another possible strategy, if you've killed off Magus...

Wwyern's Tactic:

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Lavos Again

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Crono, Ayla, Marle

I picked this combo because of their triple tech, Final Kick. It's quite a damage dealer. Marle comes in great handy with her curative magic and Life2 (you should have it) is just what the doctor ordered. Use Triple Kick and Luminaire until you've done in the arms and he uses Obstacle, then use Final Kick (It's a good idea to have Ayla or Crono equip the Gold Stud...I hate stopping to refill MP). Keep Marle's turns open as much as possible as well...don't do anything stupid like shoot Lavos with her crossbow. Her spells don't really cut it in the damage department, so leave her open to play nurse. That way you can go fight the Core with full strength.

Wwyern's Tactic:

---

Lavos Core

---

Crono, Marle, Ayla

Not much different...use Triple Kick on the left bit and Luminaire when it drops its defense. If something should happen to Ayla, a single crossbow shot and Confuse should do the job, if you have the Valkerye equipped. When it gets down to the right bit, use Final Kicks whenever possible.

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## 4) Endings

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Depending on the conditions in which you fought Lavos, you can get one of these endings:

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1. Game Over. Lose to Lavos to get this.

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2. Behind the Scenes. At the start of the game, through the teleporter.

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3. Something's wrong with Guardia Castle...After your first trip back from 600 AD and before going into Guardia Castle.

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4.The Nu. Just after you get to the End of Time, and before you go to 600 AD again.  
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5.Tata' Discovery. After Zombor, before getting the Hero Medal  
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6.Assorted. Between getting the Hero Medal and Masamune  
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7.The Gurus. After you get the Masamune, before you give it to Frog  
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8.Frog and Magus. After Frog has the Masamune, before facing Magus for the first time  
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9.The Reptites. After beating Magus and before the Tyrano Lair  
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10.The Prophet. After Tyrano Lair, before Lavos in the Ocean Palace  
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11.The Girls Chat. After seeing Schala opening the door (don't charge your pendant)  
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12.No Crono. Don't revive Crono.

12a Have the Epoch

12b Don't have the Epoch  
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13.Complete Ending. Do all of the subquests and revive Crono.

13a Have the Epoch

13b Don't have the Epoch  
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You get New Game + this way.  
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So there are all the endings, I won't spoil them for you. I mean, what happens in them.

But JJJ will spoil them for you right here! Thanks JJJ!

The endings

There are 11 possible endings (more if you want to count all the variations that some of the endings have). Following is a list containing the conditions to get each ending, a short description of each, and some of the variations on each (if any).  
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1. CONDITION: Beat Lavos at the beginning of the game, before going to 600 AD for the first time;

OR

defeat Lavos in 12000 BC when he is supposed to kill Crono.

DESCRIPTION: You end up at the End of Time. Here you'll find a bunch of characters from the game. Talk to each one (they're actually the development team for Chrono Trigger. Make sure to enter all 8 pillars to talk to everyone, plus walk off the Epoch dock to find a couple other, um...people :)

Once you've talked to everyone talk to the guy who looks like Gaspar and you'll let you through the door that normally leads to Spekkio's room. Enter the door, talk to the five people in there, then enjoy probably the fastest credit listing ever.

VARIATIONS: none that I know of  
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2 CONDITION: Defeat Lavos after returning from 600 AD the first time.

DESCRIPTION: You'll end up back at Lucca's telepad invention. Everyone recognizes Marle as the princess now. When you reach the bottom of Leene Square, Marle will suggest returning to the castle. She asks the king what is the matter with the townspeople. The king says she found a 400 year old wedding album. It ends showing a film of Frog and Queen Leene at the Cathedral, and Marle screaming.

VARIATIONS: none that I know of  
-----

3.CONDITION: Defeat Lavos after get Robo and going to the End of Time for the first time.

DESCRIPTION: A Nu and a frog-like creature run around while the credits are displayed. Ends with the above two creatures and a Spekkio-like creature falling asleep.

VARIATIONS: not likely.

-----  
4.CONDITION: Defeat Lavos after returning from 65000000 BC the first time.

DESCRIPTION: Shows the credits along with pictures of characters from the game.

VARIATIONS: again, not likely  
-----

5.CONDITION: Beat Lavos after defeating Masa & Mune, but before getting the Hero Medal and going to see Frog.

DESCRIPTION: Starts with Robo appearing in 2300 AD. But since Lavos was destroyed, the Day of Lavos never happened. Therefore 2300 AD is not in ruins. Robo is in Truce (probably Truce Dome) right near Leene's Bell. Atropos comes out and bumps into Robo. Then it shows Robo and Atropos sitting on a cliff looking out into a valley.

It then switches to 600 AD where Tata the Hero is leaving the Guardia Castle throne room. He goes to Magus's Castle and when he reaches him, it turns out to be, not Magus, but Crono, Marle, and Lucca.

VARIATIONS: none that I know of  
-----

6.CONDITION: Kill Lavos after getting Frog for the second time (after getting the Masamune fixed).

DESCRIPTION: Starts with all the characters in Lucca's house. Frog exits the house and goes to Magus's Lair, defeats his 3 henchmen, and then reaches Magus. Then shows Frog lunging at Magus with his sword drawn. After that it shows the credits. Ends with a picture of a cloaked figure standing on top of the dragon statue that sits on Magus's castle. (Note from Magus:Who is it? I'm hoping it's Magus. I mean, Frog's good and all, but surely I can't die!!! Nooo...)

VARIATIONS: none that I know of  
-----

7.CONDITION: Defeat Lavos after defeating Magus in 600 AD.

DESCRIPTION: The beginning of the game is replayed with the credits rolling. The difference is Crono, his mom, and everyone else are Reptites :) It seems without your help Ayla was unable to defeat Azala, so the Reptites were able to take over and rule the earth.

VARIATIONS: none that I know of  
-----

8.CONDITION: Defeat Azala in 65000000 BC, then defeat Lavos.

DESCRIPTION: While the credits are shown, scenes of different locales in the game are shown, all with one or more of the main characters doing something. Ends with Magus (as the Prophet) in the Ocean Palace saying he's coming for Lavos.

VARIATIONS: none that I know of  
-----

9.CONDITION: Defeat Lavos with Crono dead.

DESCRIPTION: Wake up at the End of Time. The pillars of light are about to close forever. Aylas splits for her own time, as does Robo and Frog. Finally, Marle and Lucca go back to the present. Back in 1000 AD, Marle is in the Moonlight Parade. After the parade go to the top section of Leene Square. From this point the ending changes depending on a few other conditions (see variations).

VARIATIONS:

a) If the Epoch is destroyed (ie you flew it into Lavos), you'll find all the characters waiting for you in the top section of Leene Square. Try to talk to each of them and they'll run up to where Lucca's invention is. A bunch of stuff will happen resulting in everyone but Marle entering a time gate. Take Marle down to where you'll find the king. Marle will end up carried away by balloons. After the credits it'll show Marle running off toward Crono's shadow.

a1) The above will change slightly if you have the C. Trigger before killing Lavos.

a2) If Magus is alive (ie you had him join your party instead of killing him) the above will change a little.

b) If the Epoch is not destroyed, you'll only find Lucca waiting for you in the top section of Leene Square. Follow her up to Lucca's invention. Lucca says they should dismantle the Epoch, then a Gate opens and Robo, Ayla, Gaspar, and some guy with long green hair comes through. Gaspar leaves through the gate, then Robo and Ayla jump in. The green haired guy starts going towards the Gate and Marle stop him and asks what's going on. The green haired guy says the 'time egg' can bring Crono back. Marle asks the guy who he is and then he jumps into the Gate and it closes. "Could it have been Frog?" Marle and Lucca wonder. They then decide to go after them in the Epoch. The bit with the king and the bell presentation takes place, then Marle and Lucca take off in the Epoch. Ends with Marle running towards Crono's shadow like above.

b1) Changes slightly if Magus is alive. Frog is still in the form of a frog so the bit with Marle and Lucca wondering who he is doesn't happen.

-----  
10.CONDITION: Lose in the fight against Lavos  
DESCRIPTION: Witness the destruction that takes place in 1999 AD on the 'Day of Lavos'.  
VARIATIONS: none that I know of

-----  
11.CONDITION: Beat Lavos with all the subquests solved and the Black Omen destroyed.

DESCRIPTION: Crono's stay of execution is cancelled. Marle says he hasn't done anything and the king drops all charges. Marle's ancestors and descendants all come out (thanks to Lucca) and they say how great Crono and company are. The Moonlite Parade takes place then you are free to travel around the fair grounds. Go up to where Lucca's invention is and your team will go back to their own times. What happens next depends on other conditions (see variations).

If you get this ending you will have the NEW GAME + option when you reset the game.

VARIATIONS:

a) If you saved Lara (Lucca's mom) she will be standing instead of sitting.

b) If you didn't let Magus join your party he won't go back to his own time (obviously).

c) If the Epoch has not been destroyed Crono's mom will chase Crono's cats into the gate and then it closes. You're then told to find the king. He reveals Nadia's bell, then Crono, Marle, and Lucca enter the Epoch to look for Crono's mom. (The more cats you have the more Crono's mom will chase into the gate).

c1) If the Epoch is destroyed it ends with Crono helping Marle place Nadia's bell and Crono & Marle flying away with some balloons.

-----  
5) Beat Spekkio!  
-----

Like many other people I know, at first I had trouble beating Spekkio. So here's a guide on how to beat him and what you'll get after you do.

-----  
Crono on Level 1-19  
-----

Spekkio will have 800HP, and will appear as a white Kiwala. Honestly, this is quite easy. Put Marle and Lucca in your party, and fire up the elemental spells, and including the Triple Tech. You get 1 Magic Tab and 5 Ethers for winning.

From RPGGenius-

At Level 11 Spekkio is actually a frog. Magus: Okay, I made a mistake then.

-----  
Crono on Level 20-29  
-----

Spekkio will have 2200 HP, and will appear as a blue Goblin. Just use the same tactic from above, maybe use Ayla. You'll get 1 Magic Tab and five Mid-Ethers for winning.

-----  
Crono on Level 30-39  
-----

Spekkio will have 4800 HP, and will appear as a red Omnicrone. I suggest using Crono, Frog and Robo. Robo can heal while Frog and Crono can do some serious damage via Swordstream and Spire. Triple Raid is good too, you'll get 1 Magic Tab and 5 Full Ethers for your efforts.

From Cosmo2-

On Spekkio Level 30-39, you mentioned that Triple Raid might help, however, all physical attacks always miss on Spekkio. Magus: I'm pretty sure that didn't.

-----  
Crono on Level 40-98  
-----

Spekkio will have 10000 HP, and will appear as Masa & Mune. It's hard, now that you have Magus, wait until you get his Dark Matter spell. Combine that with Crono and Frog and you are unstoppable. You'll get 1 Magic Tab, 1 Speed Tab, 1 Power Tab and 10 Elixirs for your efforts.

-----  
Crono on Level \*\*  
-----

Spekkio will have 20000 HP, and will appear as a pink Nu. This is hard. But stick to the Crono, Magus/Robo, Frog formula and you will be fine. For your efforts you'll get a whopping ten of each: Magic Tabs, Power Tabs, Speed Tabs and Megaelixirs!!!!

-----  
6) Item List  
-----

Selling things nets you half of the price that you bought it at.

Item	Effect
Fangs	Exchanged for items in the Ioka Hut
Feathers	Exchanged for items in the Ioka Hut
Horns	Exchanged for items in the Ioka Hut
Petals	Exchanged for items in the Ioka Hut
Barrier	Increases magic defense by 1/3, or cuts magic hits by 1/3
Bike Key	Lets you ride the jet bike
Chrono Trigger	Lets you revive Crono
Clone	Also lets you revive Crono
Dreamstone	Lets you forge the Masamune
Elixir	Restores one member's HP and MP to the max
Ether	Restores 10 MP
Full Ether	Restores 60 MP
Full Tonic	Restores 500 HP
Gate Key	Lets you use the gates to warp around
Heal	Heals ally of all status
Hyper Ether	Restores all MP for one ally
Jerky	Give to a lady in Porre
Lapis	Restores 200 HP for all allies

```

-----
Magic Tab      Ups Magic by 1
-----
Megaelixir    Restores the party's HP and MP
-----
Mid Ether     Restores 30 MP
-----
Mid Tonic     Restores 200 MP
-----
Moon Stone    Vital for a sub-quest
-----
Pendant       Open seals
-----
Power Meal    Recovers from "?"
-----
Power Tab     Ups Power by 1
-----
Prism Shard   To prove King Guardia's innocence
-----
Race Log      Records your Jet Bike speed
-----
Revive        Revives an ally from the dead
-----
Ruby Knife    The Masamune, needed to destroy the Mammon Machine
-----
Seed          Hope for the people in the future
-----
Shelter       Recovers party's HP and MP at a Save Point
-----
Shield        Ups physical defense by 1/3, or cuts attacks by 1/3
-----
Speed Tab     Ups Speed by 1
-----
Sun Stone     A charged Moon Stone
-----
Toma's Pop    Sprinkle this on Toma's grave
-----
Tonic         Restores 50 HP
-----
Tools         Give this to the person in Choras
-----
Yakra Key     Free the Chancellor
-----

```

Let's Go Shopping!

Gay title, eh?

Leene Square

Item Tent

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-----
Tonic          10g
Heal           10g
Shelter        150g
Revive         200g

```

Armor Tent

```

-----
Bronze Helm    200g
Karate Gi      300g

```

Melchior

```

-----
Iron Blade     350g
Lode Sword     4000g

```

Truce

Market

```

-----
Heal           10g
Tonic          10g

```



Shelter	150g
Bronze Helm	200g
Revive	200g
Karate Gi	300g
Iron Blade	350g
Dart Gun	800g

Fritz (You can only buy off  
Fritz if you rescued  
him in prison)

-----

Heal	10g
Tonic	10g
Mid Tonic	100g
Shelter	150g
Titan Vest	1200g
Robin Bow	2850g
Plasma Gun	3200g
Hammer Arm	3500g
Red Katana	4500g

Trann Dome

-----

Heal	10g
Tonic	10g
Mid Tonic	100g
Shelter	150g
Revive	200g
Iron Helm	500g
Iron Suit	800g
AutoGun	1200g

Arris Dome

-----

Heal	10g
Tonic	10g
Shelter	150g
Revive	200g
Iron Helm	500g
Iron Suit	800g
AutoGun	1200g

Medina

-----

Market

-----

ABSOLUTELY RIDICIOUSLY HIGH  
PRICES YOU WILL NOT WANT TO BUY  
ANYTHING FROM HERE!!!

Melchior's Hut

-----

Tonic	10g
Mid Tonic	100g
Shelter	150g
Revive	200g
Titan Vest	1200g
Plasma Gun	3200g
Hammer Arm	3500g
Robin Bow	2850g
Red Katana	4500g

Dorino

-----

Market

-----

Heal	10g
Tonic	10g
Mid Tonic	100g
Shelter	150g
Revive	200g

Porre

-----

Market

-----  
Heal 10g  
Tonic 10g  
Mid Tonic 100g  
Shelter 150g  
Revive 200g  
Beret 700g  
Gold Suit 1300g

Ioka

----

Ioka Trading Hut

-----  
Flint Edge 3 Fangs and 3 Horns  
Rock Helm 3 Horns and 3 Feathers  
Ruby Gun 3 Petals and 3 Fangs  
Ruby Vest 3 Fangs and 3 Feathers  
Sage Bow 3 Petals and 3 Horns  
Stone Arm 3 Petals and 3 Feathers

\*\*\*\*\*AFTER DEFEATING MAGUS\*\*\*\*\*

Aeon Blade 3 Fangs and 3 Horns  
Dream Bow 3 Petals and 3 Horns  
Dream Gun 3 Petals and 3 Fangs  
Magma Hand 3 Petals and 3 Feathers  
Rock Helm 3 Horns and 3 Feathers  
Ruby Vest 3 Fangs and 3 Feathers

\*\*\*\*\*AFTER REVIVING CRONO\*\*\*\*\*

Ruby Armor 10 Petals, 10 Fangs and  
10 Horns

Zeal

----

Enhasa

-----  
Heal 10g  
Tonic 10g  
Mid Tonic 100g  
Shelter 150g  
Revive 200g  
Full Tonic 700g  
Ether 800g

Kajar

-----  
Tonic 10g  
Heal 10g  
Mid Tonic 100g  
Shelter 150g  
Revive 200g  
Full Tonic 700g  
Ether 800g

Terra Cave

-----

Man in Terra Cave

-----  
Heal 10g  
Tonic 10g  
Mid Tonic 100g  
Shelter 150g  
Revive 200g  
Full Tonic 700g  
Ether 800g  
Glow Helm 2300g  
Lumin Robe 6500g  
Comet Arrow 7800g  
Flash Mail 8500g  
Mega Blast 9800g

Megaton Arm	15000g
Demon Edge	17000g
Flash Blade	18000g

Commons

-----

Nu

-----

Heal	10g
Tonic	10g
Mid Tonic	100g
Shelter	150g
Revive	200g
Full Tonic	700g
Ether	800g

\*\*\*\*\*AFTER REVIVING CRONO\*\*\*\*\*

Aeon Helm	7800g
Aeon Suit	9000g
Sonic Arrow	10000g
Shock Wave	11000g
Kaiser Arm	21000g
Rune Blade	24000g
Star Sword	25000g
Hurricane	35000g

Fiona's Shrine

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Nun

-----

Sight Cap	20000g
Memory Cap	20000g
Time Hat	30000g
Vigil Hat	50000g

Choras

-----

Market

-----

Heal	10g
Tonic	10g
Mid Tonic	100g
Shelter	150g
Revive	200g
Full Tonic	700g
Ether	800g
Mid Ether	2000g

Black Omen

-----

Nu

-----

Mid Tonic	100g
Full Tonic	700g
Mid Ether	2000g
Full Ether	6000g
Hyper Ether	10000g

-----  
7)Accessories,Armors,Helmets and Weapons  
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Accessories

-----

Name : Amulet

Where? : Magus has it. If you beat him, or if he joins you, you'll  
get this

What? : Prevents Status Change

Who? : All

-----  
-----  
Name : Bandana  
Where? : Equipped in beginning  
What? : Speed +1  
Who? : All

-----  
-----  
Name : Berserker  
Where? : Lab 16, or 65 Million B.C  
What? : Attacks automatically  
Who? : All

-----  
-----  
Name : Black Rock  
Where? : Kajar  
What? : Lets you use triple tech Dark Eternal  
Who? : Marle, Lucca or Magus

-----  
-----  
Name : Blue Rock  
Where? : Giant's Claw  
What? : Lets you use triple tech Omega Flare  
Who? : Lucca, Robo or Magus

-----  
-----  
Name : Charm Top  
Where? : 2300 A.D (Sealed chest)  
What? : Success of Charm up  
Who? : Ayla

-----  
-----  
Name : Dash Ring  
Where? : Ozzie's Fort  
What? : Speed +3  
Who? : All

-----  
-----  
Name : Defender  
Where? : Cathedral  
What? : Vigor +2  
Who? : All

-----  
-----  
Name : Flea Vest  
Where? : Defeat Flea in Ozzie's Fort  
What? : Magic Defense +12  
Who? : All

-----  
-----  
Name : Frenzy Band  
Where? : Giant's Claw  
What? : 80% Counter Attack Rate  
Who? : All

Name : Gold Erng  
Where? : 2300 A.D (Sealed Chest)  
What? : Maximum HP up by 50%  
Who? : All

---

---

Name : Gold Rock  
Where? : Denadoro Mountain  
What? : Lets you use Triple Tech Grand Dream  
Who? : Frog

---

---

Name : Gold Stud  
Where? : 2300 A.D (Sealed Chest)  
What? : MP use cut by 75%  
Who? : All

---

---

Name : Hero Medal  
Where? : Denadoro Mountain  
What? : Ups critical hit rate of Masamune  
Who? : Frog

---

---

Name : Hit Ring  
Where? : 2300 A.D (Sealed Chest)  
What? : Strike +10  
Who? : All

---

---

Name : Magic Ring  
Where? : Death Peak  
What? : Magic +6  
Who? : All

---

---

Name : Magic Seal  
Where? : Black Omen  
What? : Magic and Magic Defense up  
Who? : All

---

---

Name : Magic Scarf  
Where? : Cursed Woods, Heckran's Lair and Magus' Lair  
What? : Magic +2  
Who? : All

---

---

Name : Muscle Ring  
Where? : Whirlpool  
What? : Vigor +6  
Who? : All

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---

Name : Power Ring  
Where? : Guardia Forest (Sealed Chest)  
What? : Power +6  
Who? : All

-----  
-----  
Name : Power Seal  
Where? : Black Omen  
What? : Attack, defense, power and vigor up  
Who? : All  
-----  
-----

Name : Power Glove  
Where? : 600 A.D (First visit)  
What? : Power +2  
Who? : All  
-----  
-----

Name : Power Scarf  
Where? : Ayla is equipped with this  
What? : Power +4  
Who? : All  
-----  
-----

Name : Prism Specs  
Where? : Guardia Castle, Rainbow Shell quest  
What? : Maximum attack power  
Who? : All  
-----  
-----

Name : Rage Band  
Where? : Sewer Access  
What? : 50% Counter attack rate  
Who? : All  
-----  
-----

Name : Ribbon  
Where? : Marle is equipped with this  
What? : Strike +2  
Who? : All  
-----  
-----

Name : Sight Scope  
Where? : Lucca is equipped with this  
What? : Shows enemy's HP  
Who? : All  
-----  
-----

Name : Silver Erng  
Where? : Denadoro Mountain  
What? : Maximum HP up by 25%  
Who? : All  
-----  
-----

Name : Silver Rock  
Where? : From the Nu in Laruba Ruins, 65000000 B.C  
What? : Lets you use triple tech Spin Strike  
Who? : Frog, Robo or Ayla  
-----  
-----

Name : Silver Stud  
Where? : Denadoro Mountain

What? : MP use cut by 50%  
Who? : All

-----  
-----  
Name : Speed Belt  
Where? : Cathedral, Magus' Lair  
What? : Speed +2  
Who? : All

-----  
-----  
Name : Sun Shades  
Where? : Lucca's House, Sun Stone quest  
What? : Ups attack power  
Who? : All

-----  
-----  
Name : Third Eye  
Where? : Nu at the Hunting Grounds  
What? : 2x Evade  
Who? : All

-----  
-----  
Name : Wall Ring  
Where? : Death Peak  
What? : Magic Defense +10  
Who? : All

-----  
-----  
Name : Wallet  
Where? : 2300 A.D (Sealed chest)  
What? : Turns Exp. into G  
Who? : All

-----  
-----  
Name : White Rock  
Where? : Black Omen  
What? : Lets you use triple tech Poyozo Dance  
Who? : Marle, Lucca or Ayla

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-----  
Armors

Selling these nets you half of the price that you would buy it at.

-----  
-----  
Name : Aeon Suit  
Where? : Ocean Palace, Whirlpool  
Abilities : Defense +75  
Cost : 9000  
Who? : All

-----  
-----  
Name : Black Mail (hehe, get it?)  
Where? : 1000 A.D, sealed chest (upgrade)  
Abilities : Defense +70, Absorbs "Shadow" hits  
Cost : ---  
Who? : All

Name : Black Vest  
Where? : 600/1000 A.D, sealed chest  
Abilities : Defense +45, Absorbs 50% of "Shadow" hits  
Cost : ----  
Who? : All

-----  
-----

Name : Blue Mail  
Where? : 1000 A.D, sealed chest (upgrade)  
Abilities : Defense +70, Absorbs "Water" hits  
Cost : ----  
Who? : All

-----  
-----

Name : Blue Vest  
Where? : 600/1000 A.D, sealed chest  
Abilities : Defense +45, Absorbs 50% of "Water" hits  
Cost : ----  
Who? : All

-----  
-----

Name : Bronze Mail  
Where? : Guardia Castle  
Abilities : Defense +16  
Cost : 520  
Who? : Crono, Frog, Robo or Magus

-----  
-----

Name : Dark Mail  
Where? : Magus' Lair  
Abilities : Defense +45, Magic Defense +5  
Cost : ----  
Who? : Crono, Frog, Robo or Magus

-----  
-----

Name : Flash Mail  
Where? : Man in Terra Cave  
Abilities : Defense +64  
Cost : 8500  
Who? : Crono, Frog, Robo or Magus

-----  
-----

Name : Gloom Cape  
Where? : Magus is equipped with this  
Abilities : Defense +84  
Cost : ----  
Who? : Magus

-----  
-----

Name : Gold Suit  
Where? : Porre Market  
Abilities : Defense +39  
Cost : 1300  
Who? : All

-----  
-----

Name : Hide Tunic  
Where? : Crono is equipped with this  
Abilities : Defense +5  
Cost : ----



Who? : All

-----  
-----  
Name : Iron Suit  
Where? : Man at Trann Dome  
Abilities : Defense +25  
Cost : 800  
Who? : All

-----  
-----  
Name : Karate Gi  
Where? : Man at Leene Square  
Abilities : Defense +10  
Cost : 300  
Who? : All

-----  
-----  
Name : Lode Vest  
Where? : Mountain of Woe  
Abilities : Defense +71  
Cost : 8500  
Who? : All

-----  
-----  
Name : Lumin Robe  
Where? : 2300 A.D, sealed chest  
Abilities : Defense +63, Magic Defense +5  
Cost : 6500  
Who? : Marle, Ayla or Lucca

-----  
-----  
Name : Maiden Suit  
Where? : Cathedral  
Abilities : Defense +18  
Cost : 560  
Who? : Marle, Ayla or Lucca

-----  
-----  
Name : Meso Mail  
Where? : Tyrano Lair, Dactyl's Nest  
Abilities : Defense +52  
Cost : ----  
Who? : All

-----  
-----  
Name : Mist Robe  
Where? : Magus' Lair  
Abilities : Defense +54  
Cost : ----  
Who? : Marle, Ayla or Lucca

-----  
-----  
Name : Moon Armor  
Where? : Northern Ruins, 1000 A.D, sealed chest (upgrade)  
Abilities : Defense +85, Magic Defense +10  
Cost : ----  
Who? : Crono, Frog, Robo or Magus

-----  
-----

Name : Nova Armor  
Where? : Northern Ruins, 600 A.D, sealed chest  
Abilities : Defense +82, Protects status  
Cost : ----  
Who? : Crono, Frog, Robo or Magus

---

---

Name : Prism Dress  
Where? : Rainbow Shell quest  
Abilities : Defense +99, Cuts Magic attack by 1/3  
Cost : ----  
Who? : Marle, Ayla or Lucca

---

---

Name : Raven Armor  
Where? : Ozzie's Fort  
Abilities : Defense +76  
Cost : ----  
Who? : Magus

---

---

Name : Red Mail  
Where? : 1000 A.D, sealed chest (upgrade)  
Abilities : Defense +70, Absorbs "Fire" hits  
Cost : ----  
Who? : All

---

---

Name : Red Vest  
Where? : 600/1000 A.D, sealed chest  
Abilities : Defense +45, Absorbs 50% of "Fire" hits  
Cost : ----  
Who? : All

---

---

Name : Ruby Armor  
Where? : Ioka Trading Hut  
Abilities : Defense +78, Cuts "Fire" by 80%  
Cost : ----  
Who? : All

---

---

Name : Ruby Vest  
Where? : Ioka Trading Hut  
Abilities : Defense +45, Cuts "Fire" by 50%  
Cost : ----  
Who? : All

---

---

Name : Taban Suit  
Where? : Lucca's House, late game  
Abilities : Defense +79, Speed +3, "Fire" defense up  
Cost : ----  
Who? : Lucca

---

---

Name : Taban Vest  
Where? : Lucca's House, early game  
Abilities : Defense +33, Speed +2, "Fire" defense up  
Cost : ----  
Who? : Lucca

-----  
-----  
Name : Titan Vest  
Where? : Factory  
Abilities : Defense +32  
Cost : 1200  
Who? : All  
-----  
-----

Name : White Mail  
Where? : 1000 A.D, sealed chest (upgrade)  
Abilities : Defense +70, Absorbs "Lightning" hits  
Cost : ----  
Who? : All  
-----  
-----

Name : White Vest  
Where? : 600/1000 A.D, sealed chest  
Abilities : Defense +45, Absorbs 50% of "Lightning" hits  
Cost : ----  
Who? : All  
-----  
-----

Name : Zodiac Cape  
Where? : Black Omen  
Abilities : Defense +80, Magic Defense +10  
Cost : ----  
Who? : Marle, Ayla or Lucca  
-----  
-----

Helmets  
-----  
-----

Name : Aeon Helm  
Where? : Ocean Palace, Desert Whirlpool  
Abilities : Defense +33  
Cost : 7800  
Who? : All  
-----  
-----

Name : Beret  
Where? : Porre Market  
Abilities : Defense +17  
Cost : 700  
Who? : Marle, Ayla or Lucca  
-----  
-----

Name : Bronze Helm  
Where? : Leene Square  
Abilities : Defense +8  
Cost : 200  
Who? : All  
-----  
-----

Name : Cera Topper  
Where? : Tyrano Lair  
Abilities : Defense +23  
Cost : ----  
Who? : All  
-----  
-----

Name : Dark Helm  
Where? : Death Peak  
Abilities : Defense +35, Cuts "Shadow" hits by 50%  
Cost : ----  
Who? : Crono, Robo, Frog or Magus

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---

Name : Gloom Helm  
Where? : Magus is equipped with this  
Abilities : Defense +42, protects status  
Cost : ----  
Who? : Magus

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---

Name : Glow Helm  
Where? : Man in Terra Cave  
Abilities : Defense +25  
Cost : 2300  
Who? : Crono, Robo, Frog or Magus

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---

Name : Gold Helm  
Where? : Guardia Castle  
Abilities : Defense +18  
Cost : ----  
Who? : All

---

---

Name : Haste Helm  
Where? : Black Omen  
Abilities : Defense +35, speeds up time bar by 50%  
Cost : ----  
Who? : All

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---

Name : Hide Cap  
Where? : Crono is equipped with this  
Abilities : Defense +3  
Cost : ----  
Who? : All

---

---

Name : Iron Helm  
Where? : Trann Dome  
Abilities : Defense +14  
Cost : 500  
Who? : All

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---

Name : Lode Helm  
Where? : Mountain of Woe  
Abilities : Defense +29  
Cost : 6500  
Who? : All

---

---

Name : Memory Cap  
Where? : Death Peak, Whirlpool  
Abilities : Defense +30, Prevents "Lock"  
Cost : 20000  
Who? : All

-----  
-----  
Name : MermaidCap  
Where? : Steal from Imp in Terra Cave  
Abilities : Defense +35, Cuts "Water" hit by 50%  
Cost : ----  
Who? : All  
-----  
-----

Name : OzziePants  
Where? : Steal from Ozzie in Ozzie's Fort  
Abilities : Defense +45, Whenever in battle, you'll have a status  
effect  
Cost : ----  
Who? : All  
-----  
-----

Name : Prism Helm  
Where? : Rainbow Shell quest  
Abilities : Defense +40, Magic Defense +9, locks status  
Cost : ----  
Who? : All  
-----  
-----

Name : Rainbow Helm  
Where? : Steal from Imp in Terra Cave  
Abilities : Defense +35, Cuts "Lightning" hit by 50%  
Cost : ----  
Who? : All  
-----  
-----

Name : Rock Helm  
Where? : Ioka Hut, Reptite Lair  
Abilities : Defense +20  
Cost : ----  
Who? : All  
-----  
-----

Name : Safe Helm  
Where? : Forest Pyramid  
Abilities : Defense +38, Cuts physical damage by 1/3, or ups defense  
by 1/3  
Cost : ----  
Who? : All  
-----  
-----

Name : Sight Cap  
Where? : Ozzie's Fort, Rainbow Shell quest  
Abilities : Defense +30, Prevents "Chaos"  
Cost : 20000  
Who? : All  
-----  
-----

Name : Taban Helm  
Where? : Lucca's House  
Abilities : Defense +24, Magic Defense +10  
Cost : ----  
Who? : All  
-----  
-----

Name : Time Hat  
Where? : Mountain of Woe  
Abilities : Defense +30, Prevents "Stop" and "Slow"  
Cost : 30000  
Who? : All

---

---

Name : Vigil Hat  
Where? : Black Omen, Geno Dome  
Abilities : Defense +36, Protects status  
Cost : 50000  
Who? : All

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Weapons

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Crono

---

---

Name : Aeon Blade  
Where? : Ioka Hut  
Abilities : Attack +70  
Cost : ----

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---

Name : Alloy Blade  
Where? : Man in Terra Cave  
Abilities : Attack +110  
Cost : 21000

---

---

Name : Bolt Sword  
Where? : Sewer Access  
Abilities : Attack +25  
Cost : ----

---

---

Name : Demon Edge  
Where? : Man in Terra Cave  
Abilities : Attack +90, 1.5x hit on Mg enemies  
Cost : 17000

---

---

Name : Flint Edge  
Where? : Ioka Hut  
Abilities : Attack +40  
Cost : ----

---

---

Name : Iron Blade  
Where? : Melchoir at Leene Square  
Abilities : Attack +7  
Cost : 350

---

---

Name : Kali Blade  
Where? : Northern Ruins sealed chest 600 A.D/1000 A.D  
Abilities : Attack +150  
Cost : ----

---

---

Name : Lode Sword  
Where? : Melchoir at Leene Square, Lab 16  
Abilities : Attack +20  
Cost : 4000

-----  
-----

Name : Mop  
Where? : Charm from Nu at Hunting Grounds  
Abilities : Attack +1  
Cost : ----

-----  
-----

Name : Rainbow  
Where? : Rainbow Shell quest  
Abilities : Attack +220, 70% critical hit rate  
Cost : ----

-----  
-----

Name : Red Katana  
Where? : Melchior's Hut  
Abilities : Attack +30, Magic +2  
Cost : 4500

-----  
-----

Name : Shiva Edge  
Where? : Northern Ruins sealed chest, 1000 A.D (upgrade)  
Abilities : Attack +170, 4x damage at critical  
Cost : ----

-----  
-----

Name : Slasher  
Where? : Steal from Slash, Magus' Lair  
Abilities : Attack +43, Speed +2  
Cost : ----

-----  
-----

Name : Slasher 2  
Where? : Steal from Super Slash, Ozzie's Fort  
Abilities : Attack +155  
Cost : ----

-----  
-----

Name : Star Sword  
Where? : Ocean Palace  
Abilities : Attack +125  
Cost : 25000

-----  
-----

Name : Steel Saber  
Where? : Cathedral  
Abilities : Attack +15  
Cost : 800

-----  
-----

Name : Swallow  
Where? : Forest Pyramid  
Abilities : Attack +145, Speed +3  
Cost : ----

-----  
-----  
Name : Vedic Blade  
Where? : Death Peak  
Abilities : Attack +135  
Cost : ----

-----  
-----  
Name : Wood Sword  
Where? : Crono is equipped with this  
Abilities : Attack +3  
Cost : ----

-----  
-----  
Marle

-----  
-----  
Name : Bronze Bow  
Where? : Marle is equipped with this  
Abilities : Attack +3  
Cost : ----

-----  
-----  
Name : Comet Arrow  
Where? : Man in Terra Cave  
Abilities : Attack +80  
Cost : 7800

-----  
-----  
Name : Dream Bow  
Where? : 65 Million B.C  
Abilities : Attack +60  
Cost : ----

-----  
-----  
Name : Iron Bow  
Where? : Truce Market  
Abilities : Attack +15  
Cost : 850

-----  
-----  
Name : Lode Bow  
Where? : Lab 16  
Abilities : Attack +20  
Cost : ----

-----  
-----  
Name : Robin Bow  
Where? : Factory  
Abilities : Attack +25  
Cost : 2850

-----  
-----  
Name : Sage Bow  
Where? : Ioka Hut  
Abilities : Attack +40  
Cost : ----

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-----



Name : Siren  
Where? : Attack +140, Random "Stop"  
Abilities : Northern Ruins, sealed chest, 600 A.D/1000 A.D  
Cost : ----

-----  
-----  
Name : Sonic Arrow  
Where? : Ocean Palace  
Abilities : Attack +100, Random "Slow"  
Cost : 10000

-----  
-----  
Name : Valkerye  
Where? : Attack +180  
Abilities : Northern Ruins, sealed chest, 1000 A.D (upgrade)  
Cost : ----

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-----  
Lucca

-----  
-----  
Name : Air Gun  
Where? : Lucca is equipped with this  
Abilities : Attack +5  
Cost : ----

-----  
-----  
Name : Auto Gun  
Where? : Man at Trann Dome  
Abilities : Attack +15  
Cost : Not Much

-----  
-----  
Name : Dart Gun  
Where? : Truce Market  
Abilities : Attack +7  
Cost : 800

-----  
-----  
Name : Dream Gun  
Where? : Ioka Hut  
Abilities : Attack +60  
Cost : ----

-----  
-----  
Name : Megablast  
Where? : Terra Cave  
Abilities : Attack +80  
Cost : 9800

-----  
-----  
Name : Plasma Gun  
Where? : Factory  
Abilities : Attack +25, Random "Stop" on machines  
Cost : 3200

-----  
-----  
Name : Ruby Gun  
Where? : Ioka Hut  
Abilities : Attack +40  
Cost : ----

-----  
-----  
Name : Shock Wave  
Where? : Ocean Palace  
Abilities : Attack +110, Random "Chaos"  
Cost : 11000  
-----  
-----

Name : Wonder Shot  
Where? : Sun Stone quest, Lucca's place  
Abilities : Attack +250, Damage can vary  
Cost : ----  
-----  
-----

Frog  
-----  
-----

Name : Bent Hilt  
Where? : Frog's House  
Abilities : Attack +0, Necessary to recover Masamune  
Cost : ----  
-----  
-----

Name : Bent Sword  
Where? : Denadoro Mts, from Masa and Mune  
Abilities : Attack +0, Necessary to recover Masamune  
Cost : ----  
-----  
-----

Name : Brave Sword  
Where? : Death Peak  
Abilities : Attack +135, 2x hit for Mg enemies  
Cost : ----  
-----  
-----

Name : Bronze Edge  
Where? : Frog is equipped with this  
Abilities : Attack +6  
Cost : ----  
-----  
-----

Name : Demon Hit  
Where? : Ocean Palace  
Abilities : Attack +120, 2x hit for Mg enemies  
Cost : ----  
-----  
-----

Name : Flash Blade  
Where? : Man in Terra Cave  
Abilities : Attack +90  
Cost : 18000  
-----  
-----

Name : Iron Sword  
Where? : Cathedral  
Abilities : Attack +10  
Cost : ----  
-----  
-----

Name : Masamune  
Where? : Melchoir fixes this for you  
Abilities : Attack +75  
Cost : ----

-----  
-----  
Name : \*Masamune  
Where? : Cyrus' Grave, Northern Ruins quest  
Abilities : Attack +200, 2x hit for Mg enemies  
Cost : ----

\*Masamune being the Masamune 2nd Edition, after you complete the Northern Ruins Quest

-----  
-----  
Name : Pearl Edge  
Where? : Man in Terra Cave?  
Abilities : Attack +105, 1.5x hit for Mg enemies  
Cost : 22000

-----  
-----  
Name : Rune Blade  
Where? : Ocean Palace  
Abilities : Attack +120, Magic +4  
Cost : 24000

-----  
-----  
Robo

-----  
-----  
Name : Big Hand  
Where? : Man in Terra Cave?  
Abilities : Attack +105  
Cost : 18000

-----  
-----  
Name : Crisis Arm  
Where? : Geno Dome  
Abilities : Attack +1, Attack changes when below 10 HP  
Cost : ----

-----  
-----  
Name : Doom Finger  
Where? : Magus' Lair  
Abilities : Attack +50  
Cost : ----

-----  
-----  
Name : Giga Arm  
Where? : Death Peak  
Abilities : Attack +135  
Cost : ----

-----  
-----  
Name : Hammer Arm  
Where? : Factory  
Abilities : Attack +25  
Cost : 3500

-----  
-----  
Name : Kaiser Arm

Where? : Ocean Palace  
Abilities : Attack +120  
Cost : 21000

-----  
-----  
Name : Magma Hand  
Where? : Ioka Hut  
Abilities : Attack +70  
Cost : ----

-----  
-----  
Name : Megaton Arm  
Where? : Man in Terra Cave  
Abilities : Attack +90  
Cost : 15000

-----  
-----  
Name : Mirage Hand  
Where? : Denadoro Mountains?  
Abilities : Attack +30  
Cost : ----

-----  
-----  
Name : Stone Arm  
Where? : Ioka Hut  
Abilities : Attack +40  
Cost : ----

-----  
-----  
Name : Terra Arm  
Where? : Geno Dome  
Abilities : Attack +150  
Cost : ----

-----  
-----  
Name : Tin Arm  
Where? : Robo is equipped with this  
Abilities : Attack +20  
Cost : ----

-----  
-----  
Magus

-----  
-----  
Name : Dark Scythe  
Where? : Magus is equipped with this  
Abilities : Attack +120  
Cost : ----

-----  
-----  
Name : Doom Sickle  
Where? : Ozzie's Fort  
Abilities : Attack +160, Attack up when ally falls  
Cost : ----

-----  
-----  
Name : Hurricane  
Where? : Nu in 12000 BC  
Abilities : Attack +135  
Cost : 35000

-----  
-----  
Name : Star Scythe  
Where? : Death Peak  
Abilities : Attack +150  
Cost : ----  
-----  
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-----  
10)Upgrading? What? and what's this New Game +?  
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-----

Upgrading is the art of waiting patiently to get better items. I'm talking about the sealed chests. When you go up to them in 600 A.D, examine it and choose not to take the object out. Then, go to 1000 A.D, pick up the "upgraded" item, then return to 600 A.D and recieve the normal item.

And the New Game +. Well, to get it, you've got to complete everything the walkthrough says, you can't skip a subquest, kill Magus, or not revive Crono. After you're done, reset the console, and you'll get a New Game + option that allows you to start a New Game, while retaining the level and items, weapons, armor etc. of an already saved save slot. Cool, huh?

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-----  
11)FAQs  
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-----

Q. How long will this take to finish?

A. Improper, low levels, and no sub-quests will probably be 20 hours plus. Follow the guide, good high levels and all sub-quests? 40 hours plus, but it's worth it.

-----  
Q. When i walk into the Trann Dome in Chrono, all I can see is smoke. Is that how it is supposed to be? It's a ROM. Would that have anything to do with that, or is that how it looks in the SNES cart? Please help!!!

A. No, use the 1-5 buttons on the keyboard to change the graphics settings, it's like that. But when you take the fog off, you can't see the text. Bummer.

From Xerain:

Rather than turning off the offeneding background using ZSNES, it is better to change the video mode. Go under config and select video. Put it to one of the 16B settings.

Use the 640x480x16B VESA2 setting, and if it runs slow, use the 320x240x16B VESA2 for similar effects, but lower resolution.

These are general ZSNES tips for all Roms. I am aware you may know them (If you even use the rom, that is), but your readers may not. If I come up with any more tips I'll be sure to let you know.

-----  
Q. When I'm in the Arris Dome, entering the password, I enter it but can't seem to go anywhere, help?

A. A door opens on the top right-hand corner, and a platform should drop. Hold L,R and then press A, that might work. I've had many questions about this, it's usually just the way you're pressing the buttons.

From Alan Berck:

Hi! I'm here just to say that you have very nice FAQ. I would like to point out that on some emulators, the keyboard will read the L + R then A password as the L and R repeting.To make it work, get a joystick, joypad, any other controller with 2 buttons. then plug it in, and set L to one button and R to another. then press all 3 in the correct order.

From Mitchell Mebane:

I read your Chrono Trigger FAQ, it is one of the best, and I've got a few tips for you.

You stated that many people have said that they can't push the L+R+A sequence, at the Arris Dome in 2300 A.D. Well, the problem isn't your ROM, it isn't your emulator (this only occurs on emulators,) it's your KEYBOARD. I had a heck of a time with this, until I read the ZSNES help file (ZSNES.FAQ). The problem lies in the way the PC keyboard sends its data to the computer. You can only press a certain number of buttons at a time, or the keyboard cancels out the others. A couple ways around this are: assign

the L, R, and A buttons to one key, such as Page Up. Then, pressing that key enters the code. Another way is to assign them to the Ctrl, Alt, and Shift keys. Since the PC keyboard accepts any combinations of the modifier keys, this works also. The final way, my personal favorite, is to simply use a joystick. I've got a Microsoft SideWinder gamepad, and it is SWEET! Its buttons are almost exactly the same as the SNES gamepad. Also, you can connect up to four SideWinder pads together, this, in combination with the keyboard, lets you use all the players in a MultiTap game. A Gravis eXterminator gamepad would work well, too. (I'm not sure if you can chain them, though.)

Another way to fix this is to emulate on a Mac. The Mac keyboards don't have this problem (at least the iMac keyboards don't.)

Magus: Which means...assign L,R and A all to one key on the keyboard, and press that to activate the door! It's so simple! (Lucky I've got a good keyboard :-)

There's also a combo input button for ZSNES, in the Misc section I think. Go into Misc, then Key Comb. and muck around there to figure it out. Thanks Alan and Mitchell!!!

-----  
Q. I've noticed that sometimes in battle the screen will flash when I make an attack, and the damage I do will be much more. How do I do this; is it random or am I doing something to make it happen?

A. It's called a critical hit. This is random, although there are some items which up your critical hit rating (see the list).

-----  
Q. Is there a certain level you need to be on to defeat a boss?

A. No, not really, but from the last boss you fought till the next one, you should at least gain 3 or 4 levels, if not 6.

-----  
Q. Where's the Frenzy Band?

A. Good question. Anyone know? Send in to magus@dcmagus.com

From Prodius72:

I have some info regarding your FAQ you recently posted about Chrono Trigger. It's a great FAQ, and i wanted to contribute, so here it is: im pretty sure i know where to find the Frenzy Band. i have it right now in my game and i have narrowed it down to a few possible places that i could have gotten it from, so this could drastically narrow your search: It could be in 600 ad in the mountain castle where you get the rainbow shell in a chest, or it could be in 2300 AD in either Geno Dome or one of those small domes where you just walk in and open the door w/ the pendant. It could even be in a dome w/ people, but its definately not in the sewer access or anything like that. Sorry, i cant remember the exact location, but if your still looking for it this should narrow your search. Later.

Magus: It's in the Giant's Claw of 600 A.D, in the room to the left of the one where there are the monsters and switches, you'll know when you see it.

From RPGenius-

This item gives u a 80% chance of counterhit, just like the Rage band except Rage band is only 50%.

-----  
Q. If you have the Chrono Trigger (CT) instruction booklet, you'll notice that under The Weapons List there is something called the Fleaver. Being one of the best CT players I know, I have come to think that it is for Crono, IF by any chance it's real. I've found everything in the game, so I'm really anxious to find something new, and also to see what color it is (cuz' I only keep the coolest looking swords/weapons!)

A. I'm pretty sure (from other sources) that the Fleaver was changed at the last moment to the Slasher. Any know the real story? Or am I right?

-----  
Q.Hello. I've recently downloaded Chrono Trigger for my ZSNES player and it's working great, except that after I press the Y button to go to the Character Swap screen, it freezes when I try to quit the menu. Do you have any tips for me to get around this? When Ayla joins the team, you are forced to get her on your team via this screen, so I can't further my game until I can figure out a way around this problem. Thank you for your time. (This problem encountered by two people)

A.Okay, first sorry for the late response. These two mails got lost in the mountains of mail I receive a day.

Now this seems to be a really common problem! The only thing I can think of that is wrong is that the site where you got this from has a dodgy ROM. If you could both tell me the site from which you acquired the ROM, and if they are the same, that's probably your problem.

From Tabitha Jensen-

You've got to play with sounds on (find the option in your emulator).

-----  
Q.This may seem like a dumb question, but is there any way to save Schala? I've noticed that if you have Magus, one of the ending variations is of him searching for her. I thought maybe because of the subquest where you're supposed to save someone close to you that you're supposed to save her.

A.I'd love to save her, but unfortunately you can't. Sorry!

-----  
Q.i was just wondering if you could tell me more clearly how to get Crono back. i went to his house, but his clone wasn't here. thanks

A.This part is detailed at the start, at the Leene Square fair.

-----  
Q.Hello I was looking at your faq and when i was told to enter domes the dome was just blanketed in cloudes and i couldnt see the players. But I'am using an emulator since i missed the cahnce to buy chrono trigger iam just wondering if i could take away these clouds so i can see what to do when iam in a certain dome thanks alot

A. Okay. Here it is again:

Use the 1-5 buttons on the keyboard to change the graphics settings, it's like that. But when you take the fog off, you can't see the text. Bummer.

From Xerain:

Rather than turning off the offeneding background using ZSNES, it is better to change the video mode. Go under config and select video. Put it to one of the 16B settings.

Use the 640x480x16B VESA2 setting, and if it runs slow, use the 320x240x16B VESA2 for similar effects, but lower resolution.

These are general ZSNES tips for all Roms. I am aware you may know them (If you even use the rom, that is), but your readers may not. If I come up with any more tips I'll be sure to let you know.

-----  
Q. just wondering some thing , i use to always go with Crono Alya and marle..but is Frog good enough to replace alya? i mean i would have to start giving him some magic tabs but my frog is at lvl28 while alya is at lvl 29 and im at the Zeal Place...

A. Sure! Just build up those levels!

-----  
Q.Also i dont get it ....using the stones like the black or gold stone to pull off a triple tech...but cronosnt in it and i forgot...couldnt you not get rid of cronos outta your party?

A. Well, Crono is unavailable for a while at the end...

-----  
Q.b4 you enter the right door in the way back where you see the Nu and a guy trying to make "tabs" i forgot how you make the Nu talk to you or give you some magic tabs.....but what really werid is before you enter the room to the right there are two book Caes and the 2nd one above that theres something Sparkling..wondering if i could get it?

A.Hmm...I don't think so. For either question.

From JDemon14:

hey i just wanna say that your FAQ is great. i was looking at the questions and 1 of the questions was about a shining object on top of the double bookcases and you said you doubt it can be reached but it can. to get it you have to go in the room with the people making the tabs and check the wall on the bottom right and you'll get the object. the object is a tab but i don't remember which 1.

-----  
Q.where can i get a doom sickle for magus?

A.In Ozzie's Fort. It's right here-

After that, you'll be in a room with Ozzie and a treasure chest. Ignore it, and head to the exit. An Imp will try to take it but die. Ozzie

will run. Grab the chest, and before exiting, go to the very right wall and go down to reach a secret room with Magus' best equipment. Now go out and face Ozzie, Flea and Slash.

-----  
Q.Do you know what Level \*\* for chrono is or means. I used the game genie code because i was curious. Does it mean that he stays the same level because he never gains levels, hp, or mp. i heard it means that he's on level 99 but why doesn't he hav enough hp and mp. i don't get it. can u help me out?

A.I think it does mean level 99. as for the hp/mp thing, I think it's because of the codes, that you can't make them higher.

-----  
Q.Arg, with the subquest where you revive Crono, the first part, the first doll thing that helps you when it turns into a tree. Ok, well the problem is I get behind it, but the wind still blows me away. I've even leaned against the tree. Is there any reason for this?

A.Push up against the tree. Keep moving up against it.

-----  
Q.i need help i am in 2300 a.d and the than dome and the arris dome are all fogged up and i cant findgaurdian

A. Okay. Here it is again (AGAIN AND AGAIN!!! DO PEOPLE READ AT ALL?)

Use the 1-5 buttons on the keyboard to change the graphics settings, it's like that. But when you take the fog off, you can't see the text. Bummer.

From Xerain:

Rather than turning off the offeneding background using ZSNES, it is better to change the video mode. Go under config and select video. Put it to one of the 16B settings.

Use the 640x480x16B VESA2 setting, and if it runs slow, use the 320x240x16B VESA2 for similar effects, but lower resolution.

These are general ZSNES tips for all Roms. I am aware you may know them (If you even use the rom, that is), but your readers may not. If I come up with any more tips I'll be sure to let you know.

-----  
Q.Hello. I just got back Chrono on CT but i have a question... In your FAQ it said that to have Magus in your party u have to NOT fight him when youu meet him at that one plac in 12000 BC. Before reading your FAQ i didnt know better and i fought him anyway. Is there a way i can get Magus on my team besides doing a plus game?

A.Sorry, but I think you're stuffed. I believe there's no way to get him back.

-----  
Q.ok ok ok .. i know chrono trigger is a very old game but i still think it rocks!!! (Magus: HELL YEAH!)

so anyway ... during "the fated hour" if you talk to the old man at the end of time he'll tell you of different quests and stuff you can do to get more exp and shittos like that ... but there's one i did not find on your walkthrough at GameFAQs ... what is the solution to the subquest where the old man says "one of you is close to someone in danger, find this person FAST"

A.That's the Black Omen/Zeal Palace/Queen Zeal quest.

-----  
Q.sorry to bother you but, I am here in the game

2300 A.D

Enter the door at the top. You will see a dead person, and grab some seeds off him. Open the chest, head back to catch the rat. Hold B down to run, and A to catch it. Once you do, it will tell you that the passcode is L&R&A.

Go back, re-surfacing to use the Enertron if needed, and then enter then passcode at the console with a sparkling thing on it. A door on the right will open, enter it.

any way i am using the snes9x emulator and whenever i try to press in lr then a nothing at all happens! u know why?

Please reply as soon as possible if needed. Thank you and God bless.



and

Q.Sup dude. This is kinda wierd (actually just sad) but I just recently downloaded SNES's Chrono Trigger Rom for my pc. I am in some futuristic world called Arris Dome and I kinda need your help. I talked to all the people there, bought some good stuff from that merchant, went down into the hole, killed the boss with the 2 little minions, found the dead man with the seed/secret of the rat, caught the rat and know the password. Unfortunately, when I go back to the computer console, I can't type in the password. I know that the password is Left, Right, A but the game isn't allowing me to enter it in. Do you what I am doing wrong? I tried it for like 30 minutes, but it just won't let me, and without it apparently I won't be able to get any further because in your walkthrough it says I need to find out that the world is going to be destroyed in 1999 and that when I tell this to Doan, he will give me the key to the bike. I would appreciate any help you could offer. Thank and I appreciate it.

P.S.: Attached to this message are the saved games. The first 2 saved slots is after I killed the boss, found the dead man with the seed/secret of the rat, and finally caught the rat. As you can see (if you want) I can't input the password that the rat told me. The third slot is after I killed the boss, and found the dead man with the seed/secret of the rat but not catching the rat. As you can see (again if you want) at this point Lucca still tells me that there is a password needed for the console to open the right door. So basically when I catch the rat and learn the password I lose the ability to use that information to enter into the computer console for some reason?:(

A. See above.

-----  
Q.Hello, Magus

I was seaching through Gamefaqs, and i found your document. I've got a question to ask you aobut chrono trigger: Currently in my game, all my characters are unable to learn future TECHS, such as Magus can learn only up to Dark bomb, cuz the next tech requires 60000+ tech points, which will take forever. So everyone's tech has stopped tracks, which means i have not seen any of those dual or triple techs. But anywayz, do you have a clue why its like this?

A.Yes. It's called a challenge. Don't stop building up those tech points, it is possible!!!

-----  
Q.Hi Magus. First off, thanx for this awesome walkthrough of Chrono Trigger, it's seriously helped me. Right now, I'm on Zeal, and that MP buster is seriously hurting me. I don't know how to equip items like Mega Elixir to save my MP. How do you equip items?!?

A.Equip items? No, when it's your turn to make a move, instead of hitting attack or tech, select Item, and then you'll have a full list of your items. Select the item you wish to use, and voila.

-----  
Q.Hey Magus, what's up? I have a question about Chrono Trigger.

I can't find the Crono clone! I'm using your guide to the game. The only thing I might have screwed up on is that I got the clone after I lost Crono, not before, in the very begining of the game. I've searched all over the game world, but to no avail. Help me out here!

A.Yup, I reckon you've stuffed it big time, as the clone is only available at the start.

From Blank Sinatra:

-You can go back and play the house of horrors game, and aquire the clone after chrono goes to the big Gate in the sky. Just build up those silver points and practice your mimicing skills. After you win the clone itll be sitting in chrono's bedroom.

From Urs:

-It appears to me that the cloneIs availability depends on which part of the game you are in. I got it after some serious action, after I defeated Magus for the first time in 600BC. It is now in my room and ready and

waiting to help me revive Crono (or so I think as he just vanished 5 minutes ago.) At an earlier point of the game I went back to the present and completed the 2nd house of horrors game without getting the clone, so I tried again later and-Bingo-there it was.

From MoleHybrid:

-I'd just like to say, you CAN get the Chrono clone after the beginning of the game. When Belthasar's clone (the Nu) tells you about it, you can win it afterward. Go into the tent of horrors, and give the guy the silver points. You just have to pay money if you mess up this time, more if you mess up earlier.

-----  
Q. Hey i Jus was Lookin through my old rpgs and i Picked Up CHRoNo trIggER. i started playin it again and i got to magus at the north cape (second battle.) Well i have always gotton him before when beating the game but this time i decided to fight him. well i killed him and i was wondering when the FroG (glenn) would turn back into a human. i have looked through all the walkthroughs and none of them say n e thing about when the frog turns bak to glenn if u fight magus. pLeasE write bak thank your so much.

A. I think he turns back into a human in the ending.

-----  
Q. I have Chrono Trigger on my Computer and I'm using Snemul. I read your Faq and thought you might be able to help me. Whenever I get in a battle, Magus attacks one of his own team members or he attacks without me telling him to. He has that funny star on his head too and he won't stop until I heal him or he gets attacked. What is the problem and how can I solve it?

A. This means he's in Chaos mode. You're probably wearing the Ozzie Pants, if you're not, then you've been hit with a status change by the enemy. The item Heal will fix this.

-----  
Q. I have a question for your Chrono Trigger FAQ:  
Where is Marle's best weapon, The Valkerye?

A. Northern Ruins (A Ghost Called Cyrus quest). It needs to be upgraded however.

-----  
Q. How do you open up the black boxes?

A. You need to charge up the pendant in 12000BC first.

-----  
Q. After defeating Son of Sun, I can't seem to get the Stone in the door!!!

A. There's no door...it's on a platform.

-----  
10) Tips

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From Benjamin Han:

There is actually a easier way to beat twin Golem. First you cast boogie. Then cast twister two times. then use boogie again then repeat step two. Keep on doing this until you kill it. (twister does over 2,000 points of damage).

-----  
From Matthew Pace:

I'm sorry but this Benjamin Han person is stupid (Magus: a bit harsh?). The easiest way to kill the Golem Twins is for Chrono to use Luminaire and Lucca and Frog to use Frog Flare. This takes a lot of magic but you can get it back before any more real major battles.

-----  
From Cosmo2-

Sorry to send you another mail, but I thought you might like to tell

players the following about Lucca and Marle. Lucca's attack magic is second only to Magus's. I recently started over complete, New Game-not+. Lucca, who is now Lv24, has about 35mag, while everyone else only has from 15 to 20 (except Marle, who has 27). This makes up for the fact that her shots are weak until very late in the game, about when you lose Chrono, and her Wonder Shot can do some kick&%\$#@ damage. Mine once did 4000+ with one hit, but since the damage is random, it sometimes does a measly 25-50.

Also, even though Marle's HP and physical stats are low in the first 50 or so Lvl's, she's still worthhaving along for your high MP and her array of curative magics.

I have a suggestion for Blackbird. With Ayla and two others, as you said, take all the good EQ off your party members, so that all your good Eq is in your Items list. The items chest is one of the easiest to find, and once you do find it, you have the best armor and weapons for all three people. The thing is, once you find the actual chests containing the weaker armor you had earlier, you have to re-equip the good armor.

-----  
From MettleGoblet:

If you manage to kill the lavos spawn shell on death mountain it gives MEGA experience because it has 20,000 hp and it may also give you a prism edge

-----  
From Alan Berck:

Hi! I'm here just to say that you have very nice FAQ. I would like to point out that on some emulators, the keyboard will read the L + R then A password as the L and R repeting.To make it work, get a joystick, joypad, any other controller with 2 buttons. then plug it in, and set L to one button and R to another. then press all 3 in the correct order.

Also, on the black bird, if you don't get any of the stuff back, you'll find most of it on the Epoch.

-----  
From Mitchell Mebane:

I read your Chrono Trigger FAQ, it is one of the best, and I've got a few tips for you.

You stated that many people have said that they can't push the L+R+A sequence, at the Arris Dome in 2300 A.D. Well, the problem isn't your ROM, it isn't your emulator (this only occurs on emulators,) it's your KEYBOARD. I had a heck of a time with this, until I read the ZSNES help file (ZSNES.FAQ). The problem lies in the way the PC keyboard sends its data to the computer. You can only press a certain number of buttons at a time, or the keyboard cancels out the others. A couple ways around this are: assign the L, R, and A buttons to one key, such as Page Up. Then, pressing that key enters the code. Another way is to assign them to the Ctrl, Alt, and Shift keys. Since the PC keyboard accepts any combinations of the modifier keys, this works also. The final way, my personal favorite, is to simply use a joystick. I've got a Microsoft SideWinder gamepad, and it is SWEEEEEET! Its buttons are almost exactly the same as the SNES gamepad. Also, you can connect up to four SideWinder pads together, this, in combination with the keyboard, lets you use all the players in a MultiTap game. A Gravis eXterminator gamepad would work well, too. (I'm not sure if you can chain them, though.)

Another way to fix this is to emulate on a Mac. The Mac keyboards don't have this problem (at least the iMac keyboards don't.)

My other tip is a way to get TONS of money. When you're leveling up on the Hunting Grounds in 65,000,000 B.C., wait until you've got 99 Petals, Fangs, Horns, and Feathers. Now, go trade them for stuff (it doesn't really matter what.) In the hut with the trade guy, it's the top right one, you can buy stuff from a guy (with regular money, not the trade stuff.) Sell the stuff you traded for to this guy. Since the trade stuff is practically useless later on, except to get the Ruby Armor, this is a GREAT way to get rich.

-----  
From JDemon14:

hey i just wanna say that your FAQ is great. i was looking at the questions and 1 of the questions was about a shining object on top of the double bookcases and you said you doubt it can be reached but it can. to get it you have to go in the room with the people making the tabs and check the wall on the bottom right and you'll get the object. the object is a tab but i don't remember which 1.

-----  
From Lone Jester:

-I have something else I have to add to your strategy guide on Chrono Trigger. In your FAQ, there was a question about the Nu and the sparkling tabs in Zeal. There is a way to reach that sparkling tab. From where you see the tab,, simply walk in the room and search the wall, and be happy when you find a brand new magic tab. As for the Nu that is in the same room, just go to Zeal Palace and talk to the Nu on the walkway in the middle of the room. He will ask you to scratch his back. When you are done, that music that plays when you find a tab will sound and the screen will say "Found the Nu's scratch point" or something like that. Now head back to the Nu in the library and talk to him. You will scratch his back and he will eventually turn up a magic tab. See you around.

-You ever notice in Chrono Trigger that when Lucca gets the Wondershot, her damage she deals to enemies varies a lot (sometimes over 3,000 and other times under 100)? Well, instead of giving Chrono the Prism Specs, give them to Lucca and the Wondershot will live up to it's name by dealing over 5,000 damage to enemies, all depending on what her level is and how many tabs she has been getting (for me, I was at level 86 and the power stat was maxed out.)

-----  
From KC135E-

Hi, I'd just like to say nice FAQ. However regarding your steal list, if you Twin Charm Yakra XIII you get the Wolf Lobe Blade. Unfortunately its not in your inventory when you go to equip it, but its cool to see it just show up on the status bar.

-----  
From Lord999:

Contrary to popular belief, there are TWO ways to get programmer's ending.

-1. The way you described, by beating up Lavos right at Mellinial Fair.

2. There is one other way, and it's for the suicidal. The first time you face Zeal in the Underground Palace, she summons Lavos. (It's the part where Chrono gets killed). This fight is near impossible without the best armor, but you can beat Lavos in this form. I believe he has 65,665 hit points. This is near impossible, but I've been able to do it. I'll send you a Zsnes snapshot if you want to prove my point. Oh, and I do own the real game, both PSX and SNES. The same trick works on PSX.

-1. That sparkly thing I think is a power tab. This is damn trick that the game plays on you but here it is. Go into the room above the shiny thing. Talk to the Guru and he'll say that those Nu's have hidden some stuff around. Now, go to the middle part of the right corner of room (directly above where you think the shiny thing is) and press A. You'll get a Tab. If you don't fumble around, it's there.

2. Frenzy band. You find it in the Forest Maze in 65 BC. You can steal off those jerks in Black Omen too. It's worthless. All it does is make you beserk forever. Get the Third Eye instead.

-----  
From Owen Yates:

I have had extensive experience playing Chrono Trigger, considering I bought it just after it came out.

(That's a big achievement down here in Australia (Magus:YES! Aussies rule the world! Well, I'm Chinese, but I live in Australia...that's good enough! Whoo!), I had to pay \$130(@ \$104 US) for it, and I have never regretted it. Anyway, as I consider myself to be somewhat of an expert on the game, I thought that I would offer some alternative boss strategies.

Dragon Tank: I usually attack it with Crono's Cyclone attack, and get Lucca to shoot it in the head

Black Tyrano: I usually use Crono, Ayla & Robo in this battle. I keep attacking Azala, and get Crono to cast Lightning 2. When the Black Tyrano gets to the countdown thingy. I usually use Crono & Ayla's double tech Volt Bite which does around a 1000 damage. As well as Robo's Robo Tackle which does around 500.

Golem Twins: I usually use Crono, Ayla & Robo for this fight (my favourite team :) ). I get Ayla & Robo to cast the Double Tech boogie, which freezes both of the Golems (not always first time). Then I use Ayla & Crono's Falcon Hit attack, to hit both of them for around 1500 damage.

-----  
From Patrick:

I notice that you state that the Rubble's in the Mt of Woe can only be fought once. Not so! If you fight a Rubble and head to a save point on that SAME level then you will be able to fight the rubble over and over if you reset after you save. Apparently the game brings back all monsters as long as you do not change levels.

-----  
From Wvyern437:

\*\*\*\*\*BOSS LIST\*\*\*\*\*

-----  
Yakra

-----  
Crono, Frog, Lucca  
Have Crono/Frog use X-strike and Lucca use Flame Toss.

-----  
Dragon Tank

-----  
Crono, Lucca  
Use regular attacks on the head until it dies, then use Cyclone or Fire Whirl.

-----  
Robot Dude

-----  
Crono, Lucca, Marle  
Kill the bits with normal attacks, then concentrate on the body.  
Fire/Lightning do 0 damage. Hitting the body while the bits are still alive results in a delta counter.

-----  
Robo's Pals

-----  
Crono, Lucca/Marle (Lucca works better)  
Use Fire Whirl on the center of each line. Two per line should wrap it up.

-----  
Heckran

-----  
Crono, Lucca, Marle  
Use Lightning and Antipode. When he says, "Go ahead and attack," wait for a counterattack break or you'll get a waterwave down your throat.

-----  
Zombor

-----  
Crono, Lucca, Marle (the robot sucks!)  
Use Lightning on the bottom (?) and physical attacks on the top. Heal up, this guy's a pain.

-----  
Masa and Mune

-----  
Crono, Lucca, Robo (sigh)  
Use Hypno Wave to put them out, then concentrate on one. They can't operate apart.

-----  
MasaMune

-----  
Crono, Lucca, Robo  
Use Dual Techs like Fire Punch and Fire Sword (if you've got it) and Slash when he stores his Tornado energy.

-----  
Nizbel  
-----

Crono, Ayla, Whoever  
Stun him w/Lightning and kill him, it's not rocket science.  
-----

Slash  
-----

Crono, Frog, Robo  
Triple Raid and you'll be rewarded with his nifty sword.  
-----

Flea  
-----

Crono, Frog, Robo  
Be careful! This chick/dude uses status-affecting magic. Store up on the Heals and Triple Raid or X-strike whenever possible. She doesn't have much HP.  
-----

Magus  
-----

Crono, Frog, Marle  
This is by far the hardest boss yet. Hit him repeatedly with the Masamune, and wait for his barrier to switch to Water. Then, use Ice Water, Ice Sword, and Swordstream to bring his HP down. When he starts casting a spell, hit him with physical attacks until he casts Dark Matter, then heal up and do it again. He'll die eventually, i promise.  
-----

Nizbel 2  
-----

Crono, Ayla, Frog  
Use physical/lightning techs like Spire and Volt Bite. Charm for a 3rd Eye.  
-----

Azala&Black Tyrano  
-----

Crono, Ayla, Frog  
Arm Fire armor, if available. Use magic on Azala till she dies, then wait for the Black Tyrano to lower its defense. Attack it with your most powerful techs, and brace yourself for the flame attack it uses when the counter hits 0. It also bites you to steal HP.  
-----

Golem  
-----

Whoever  
Good luck, you'll need it. You don't have to kill it, but it really helps in the EXP. department. It copies attacks, physical being the worst, so don't hit it. Change up elemental magic attacks as quickly as possible, because you have a short gap between when it copies and when it attacks.  
-----

Sir Krawlie  
-----

Your best.  
Hit him hard, he's really easy. Watch out for his attack, though. It lowers you to 1HP.  
-----

Dalton  
-----

Crono, Frog, Ayla  
He's easy, just smack him with powerful techs. He counterattacks with Iron Orb.  
-----

GolemTwins  
-----

Crono, Frog, your most magic-resistant character.  
Arm Crono and Frog with White Mail/Vest and open up with Lightning2, then concentrate on each Golem with Spire to chew away the HP. The third person, unless it's Ayla, should simply sit there and heal themselves so they can gain EXP. If it's Ayla, you can use Volt Bite.  
-----

Lavos  
-----

Doesn't matter.  
You're gonna die.  
-----

GolemBoss  
-----

Whoever's on the Blackbird.

Hit him as hard and as fast as you can, because he never attacks and eventually gets away. He's worth a nice chunk of EXP.

-----  
Dalton Plus

-----  
The Blackbird folks.

He uses opposite magic attacks on you, and a Slash-like attack, along with Iron Orb. Not too tough.

-----  
Magus

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Frog alone, or three others.

This is an optional battle, and I suggest you don't fight it if it's your first time through the game. Magus will join you if you spare him, and his Dark Matter attack is oh so sweet. But if you do choose to battle him, use Frog, and forget the Masamune. Use a Bravesword if you've got one. Wear magic-absorbing armor (doesn't matter what, he uses everything equally it seems) and equip the Frenzy Band. It works beautifully.

-----  
Lavos Spawn

-----  
Magus, Ayla, Marle

Charm it's head for an Elixir and use Cat Attack and regular attacks on the head. Hitting the shell will result in a nasty needlespin counterattack.

-----  
Retinite

-----  
Magus, Frog, Crono

Kill the core with Confuse and use Ice/Water to destroy the leg/body defense. Then use Confuse and alternate from Magus to Frog weakening its defense. Cast spells between every Confuse and it'll drop like a fly.

-----  
AtroposXR

-----  
Robo

I hate Robo and I never use him, and I pay for it now because he knows Heal Beam. Here's how you beat Atropos with this crappy robot. Arm the Black Mail to absorb her Laser Spin attacks, your best Hand and Safe Helm if you've got it, and a Frenzy Band. Works perfectly; you might have to heal up with the beam thingy if you don't have the Safe Helm. You're rewarded with her ribbon, which ups his Speed by 3 and Mg. Defense+10.

-----  
Mother Brain and Display

-----  
Robo, Magus, Ayla

Charm the Mother Brain for Blue Mail and use a 2nd level element spell to knock out the Displays, then kill the Mother Brain with your best techs. You'll get the Terra Arm (Robo's best weapon) and the Crisis Arm (which sucks but is said to do 9999 damage on a critical hit; never seen it myself).

-----  
Son of Sun

-----  
Magus, Crono, Frog

Arm Red Mail/Vest/Armor, you'll need it. Use Black Hole to off some of the flames. It's a guessing game, pick the right flame with a normal attack and it'll hurt him. Pick the wrong one and he'll counterattack. Hit him and he'll counterattack with Flare, the most powerful Fire type spell in the game. So don't do that.

-----  
Rust Tyrano

-----  
Magus, Crono, Ayla

Just like the Black Tyrano, without Azala. Don't wait for it to drop its defense, it's already down. Hit it with Triple Kick, Luminaire and Dark Matter (basically, go for the throat). Charm for Red Mail. Heh, coulda used that BEFORE you fought him, right?

-----  
Yakra the Somethingth

-----  
Marle, Ayla, Lucca

Charm it for something good, I forget. Twin Charm it for some dummied

item (rumor?). Well, use Antipode2/3, whichever you've got, and use Cube Toss (best Ice attack in my opinion).

i forgot where i left off, so let me just finish up...i noticed a glitch in the tips section on some CT websites; when they say, "Destroy the left bit first", the player automatically assumes their left, but sometimes they mean the left of the enemy. It's never too clear, so for future reference, I always mean the character's left or right.

-----  
Lavos  
-----

Crono, Magus, Ayla or Marle

This is the easiest boss yet. Lavos will copy previous bosses up to the Black Tyrano; that means HP, defenses and attacks. Easy. Even easier if you fly the Epoch to 1900 AD, but i'm sure that's no mystery to anyone.

-----  
Lavos Again  
-----

Crono, Magus, Ayla or Marle

Be sure to have your status-protecting gear on, and don't bother equipping the Charm Top on Ayla, if you've got her. She can't charm Lavos. Instead, give her PrismSpecs or the Greendream or something. He's a bit annoying, but not too tough, even for first time players. He'll open up with mass destruction, so heal up with Ayla (Marle works better). Return fire with Luminaire and Dark Matter, and Triple Kick at every opportunity. When the arms die, wait for Lavos to cast Obstacle (lowers his defense) and lay in on him with your muscle techs.

-----  
Lavos Core  
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Whoever you beat Lavo Again with Lavos Core can be quite difficult. Whatever happens, do NOT cast a mass destruction spell when you first get in the battle. He'll counterattack with something nasty like Crying Heavens, which does somewhere around 1000 damage. Instead, Triple Kick the left (that's your left) bit. It should die. Wait for the right bit to lower Lavos' defense, then attack with your Luminaire and Dark Matter. The core is only the muscle of the team, the right bit is the brains. Kill the right bit and your worries are over. It'll revive the others after a time, so be quick about it.

Another possible strategy, if you've killed off Magus...

-----  
Lavos Again  
-----

Crono, Ayla, Marle

I picked this combo because of their triple tech, Final Kick. It's quite a damage dealer. Marle comes in great handy with her curative magic and Life2 (you should have it) is just what the doctor ordered. Use Triple Kick and Luminaire until you've done in the arms and he uses Obstacle, then use Final Kick (It's a good idea to have Ayla or Crono equip the Gold Stud...I hate stopping to refill MP). Keep Marle's turns open as much as possible as well...don't do anything stupid like shoot Lavos with her crossbow. Her spells don't really cut it in the damage department, so leave her open to play nurse. That way you can go fight the Core with full strength.

-----  
Lavos Core  
-----

Crono, Marle, Ayla

Not much different...use Triple Kick on the left bit and Luminaire when it drops its defense. If something should happen to Ayla, a single crossbow shot and Confuse should do the job, if you have the Valkerye equipped. When it gets down to the right bit, use Final Kicks whenever possible.

-----  
From RedScarlet-

Hi there. I was looking at my faqs on Chrono Trigger and saw you updated yours as well. I read through those tips, and didn't see a little strategy I use, so I guess I'll tell ya if you want to add it.

One really easy way to get past those 2 annoying Golemtwins is to have Lucca in your party. Use her, Crono, and Frog (preferably), and make sure to equip any fire protection armor you have. Going through the game the first time, you should have 1 Red Plate (absorbs 100% of fire damage) and 1



Red Vest (absorbs 50% of fire damage), if you did the 'Black Box upgrading' trick. Equip those if you have them, and then equip the remaining character with either a Ruby Vest or Ruby Armor (traded in Ioka for Petals/Fangs/Horns/Feathers).

Now, your characters have extremely high protection against Fire, so have Lucca do her best Fire attacks over and over, Fire 2 or Flare, if you have it, work well. If you don't have Flare, have Lucca and Frog do their Double Tech 'Line Bomb', which will hit both Golemtwins at the same time. The Golemtwins will always mimic the last elemental attack done to them, which would be fire, and you should have either 50%,80%,150%, or 200% protection against it, which should make them die without having to heal even once.

-----  
From Khin7ath

First off, let me congratulate you on your mad writing skillz used when writing your Chrono Trigger FAQ for www.gamefaqs.com. It was a pleasure to read something that wasn't dry or un-humorous like some of the FAQ's I've seen. I would like to point out something of a flaw (or mix-up, or bad taste in accessories, or something...) made by dear ol' Lord999 in the following passage...

2. Frenzy band. You find it in the Forest Maze in 65 BC. You can steal off those jerks in Black Omen too. It's worthless. All it does is make you beserk forever. Get the Third Eye instead.

Methinks either:

- 1) He got Frenzy Band confused with Berserker, or...
- 2) He doesn't realize the TRUE power of the Frenzy Band.

What the Frenzy Band does is, like in the item description, gives one character an 80% chance of counter-attacking an enemy hit. While Berserker makes one attack the moment their combat guage is filled, Frenzy Band is a much better alternative. You know how some bosses/enemies use counter-attacks when you attack them, right? Wish I could think of a better example, but the best I could think of is the Lavos Spawn. If you hit the Spawn's shell, it does a nast needle attack thing that hurts like HELL...but it can then attack again almost immediately. It seems unfair that he gets a free hit like that, and can attack immediately afterwards. That's exactly what the Frenzy Band does. Let's say you sacrifice wearing the Prism Specs on Chrono to equip the Frenzy Band, then head to the Black Omen to take on some of those blasted flying things I hate (I can't remember if they're Goons or Flyclops, but they look like giant dogs with wings that appear rather early in the level). Anyhoo...let's say one of the things decides to whack at Crono when Crono's battle guage is say...half full. Crono automatically hits the thing right back (Think about it: Rainbow sword=70% chance for critical hit) doing a good piece of damage (especially if he gets a critical hit)...PLUS his attack guage is still half full, meaning he can attack again in a matter of a couple of seconds. As an added bonus, any time you counter-attack an enemy attack, you are not susceptible to being counter-attacked yourself by an enemy counter-attack. \*Reads last sentence\* Alright...this calls for an example...(and now that I think about it...probably the best way to kill the shell of the Lavos Spawn). Please keep in mind the following scene is PURELY HYPOTHETICAL. I haven't tested it, but if it works, it'd be kick-ass. If someone wants to test it, then by all means go for it!

Lets go back to the Lavos Spawn. You equip everyone with Frenzy Bands. If you have enough HP and a high enough defense rating, have some brave soul whack that shell! When it does its multiple person counter attack, everyone gets a free counter-whack at the shell...without being counter-attacked! Now, you've just hit the Spawn four times, using one character's turn! Have someone in your party heal everyone, and then have the third person in your party attack, so he counter-attacks, then you counter-attack his counter-attack...I think...and so on. The only reason I could see this not working is if the Frenzy Band doesn't react to counter-attacks the enemy performs on you, and only reacts to normal attacks.

I hope you are able to get the word out about the difference between the Frenzy Band and Berserker, as the Frenzy Band is VERY useful to beating down most of the smaller monsters that usually take 2-3 hits to kill, as well.

P.S. I'm too lazy to proofread

-----  
From Flamen:

I also have a good way to beat Giga Gaia. If you have a low level (like 20 -25) Have Marle, Crono, and Ayla. Have marle be the Healer and crono and Ayla keep doing Falcon Hit. Use Falcon Hit on the arms first then when they die use it on the head. It does a HELL of alot of Damage (1000-2000!!!) It'll take him out in like 5-10 rounds.

-----  
From l2anmachan:

About the L+R+A thing, All of them are wrong. The only reason L+R+A isnt working, is because you are using an emulat0r that runs in Windows. Windows doesnt read more then three keys pressed down at a time. DOS, however, can read as many keys as you want to press. A DOS emulat0r will let you do L+R+A with no problem.

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From ryan:

-hi, i downloaded chronotrigger for my zsnes, and i wanted a walkthrough, and i came across yours. i noticed that throughout your walkthrough people would submit tricks that they had, so i wanted to submit one that i found. in 65,000,000 bc, when you fight the nu, i noticed that you get a lot of feathers, horns, etc. eventually, i found myself with 99 of each, and i noticed that the aeon blade sold for 6000 some g, and the magma hand sold for 5000 some g, so i cashed in all of my extra items that i had gotten from the nu, and turned them into aeon blades, and magma hands, and when i sold them, i had about 300,000g!! with that money, i then went and bought 99 full tonics, and 99 revives, and still had a ton of money left. i also did this when i first went to 65,000,000 bc, and i bought a demon edge. my prior strongest weapon gave me about 55 or 65 attack power, and the demon edge raised it to about 95, so i was very powerful. i just thought that this trick, being very useful, was worth mentioning. i also wanted to mention that your walkthrough is one of the best ones i have seen.

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From Loren Jones:

-First I wanted to congratulate you on writing a REALLY good FAQ to (IMHO) the single best RPG (and probably comsole game) of all time. I was hoping I could help address some of these questions for you. Just a bit of background, I have the actual cart (not a rom) that I have played through (New Game +) at least 7 times. All of my characters are at \*\* level (Except for Magus who's at Lvl. 91). I'll put the original question with my two bits. =)

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Q.Do you know what Level \*\* for chrono is or means. I used the game genie code because i was curious. Does it mean that he stays the same level because he never gains levels, hp, or mp. i heard it means that he's on level 99 but why doesn't he hav enough hp and mp. i don't get it. can u help me out?

A.Lvl. \*\* is the same as level 99. When your character hits that point they WILL (barring any cheat codes) have 999 HP & 99 MP. As well as a few other maxed stats.

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Q.Arg, with the subquest where you revive Crono, the first part, the first doll thing that helps you when it turns into a tree. Ok, well the problem is I get behind it, but the wind still blows me away. I've even leaned against the tree. Is there any reason for this?

A.When you walk against the wind on Death Peak you stay in place. When you run you move. Once you've found a nice safe place behind one of the trees stop running and you'll stay in place instead of slipping around the trunk.

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Q.Hey i Jus was Lookin through my old rpgs and i Picked Up CHRoNo trIggER. i started playin it again and i got to magus at the north cape(second battle.) Well i have always gotton him before when beating the game but this time i decided to fight him. well i killed him and i was wondering when the FroG(glenn) would turn back into a human. i have looked through all the walkthroughs and none of them say n e thing about

when the frog turns bak to glenn if u fight magus. pLeasE write bak  
thank your so much.

A.The only time you get to see Glenn as a human again is if you finish the  
game immediately after defeating Magus. Otherwise he remains a frog. (I  
still haven't figured out how that works.) That's the ONLY time you'll see  
him as a human. A really kick ass guy too. Too bad you can't fight as him.

If you want feel free to post my e-mail address for questions and write me  
if you have any yourself. I've spent far more then my fair share of time on  
that game. =) Later.

From PentaroX:

Hey...well, in anticipation of Chrono Cross, I managed to dig up my copy of  
Chrono Trigger and beat the game down repeatedly (never gets boring,  
eh?). Then I checked GameFAQs to look and see if there were any ending  
listings...at which point I noticed you had a CT FAQ as well.

Anyhow, ever since I started playing CT again, I've noticed some stuff  
which I hadn't before: (It's summer, I'm bored...'nuff said)

1) Robo's "Attack changes below 10HP" Crisis Arm is probably the second  
best weapon in the game, next to Ayla's BronzeFist. Give him the Safe  
Helm(for the Protect spell), the Nova Armor(to protect status - not the  
Moon Armor, since you don't need Mg.Def+10 by level 50-60 anyhow), and the  
PrismSpecs, and keep his HP at 999. You'll deal out more damage normally  
than Crono does with a critical. And if Robo manages to pull off a  
critical, you'll deal about 4000-5000 HPs of damage. Um, that's at level  
85, I think. Ayla does half that with the Iron Fist...and you don't get  
the BronzeFist until lv \*\* anyhow.

"Attack changes below 10HP" means that if the last digit of the HP is 0,  
you do 0% of the damage, if the digit is 9, you do 100% (the most)  
damage. Anything in between is a partial percentage of that (HP=1,  
~11%...et al). No, my percentages aren't exactly accurate, but it's  
something around there.

2) Crono's Life spell: Take Crono's Magic stat. Multiply that by  
ten. When Crono casts Life, the character he casts it on will recover that  
much HP...i.e. if Crono has a magic of 42, you recover 420 HP...with a  
magic power of \*\*, you recover 999 hp. Not that you need Life, if you have  
that kind of crazy magic power anyhow. It's just an excuse for you to dump  
Magic Tabs on Crono early on :)

3) The PrismSpecs ... kick some major butt. =P I didn't notice this  
personally before, AND I know you already mentioned this in your FAQ, but  
it ups attack power as well as tech/magic power. At level 90, I've got  
double techs dealing out 6000-9000 with all party members using  
PrismSpecs. Sadly, you only get one set of specs per game :( hehe.

3.5) The Hero Medal...is a piece of junk. It wastes your entire Accessory  
space just so you can get a couple more crit hits with Frog. And plus, it  
doesn't seem to alter the damage you do on techs...in which case a set of  
PrismSpecs is probably in order. Speaking of which, all the Triple Attacks  
which use X-Strike rock. :) However, if you're not about to fight a boss  
any time soon, the Hero Medal \*does\* come in pretty handy.

4) The Berserker ups your attack at least as much as the PrismSpecs. Real  
handy.

5) Give Marle the Siren and Gold Stud. It makes much more sense that  
way..."Stop" is a GREAT perk for that weapon. Of course, you could always  
give her a Valkyrie + PrismSpecs (~800-900 damage per critical), but you  
probably want to conserve her MP so you can cast Haste on everybody  
anyhow. Um, and of course remember to give her the Valkyrie before boss  
battles.

6) In that same vein...Lucca, while awesomely powerful with a set of  
PrismSpecs, still does mediocre damage most of the time (since the damage  
varies way too much with the WonderShot). I'd give Lucca a Gold Stud,  
instead...cast Flare/Mega Bomb/Fire2 repeatedly.

7) Crono/Marle/Robo is a great combination in earlier, lower-level  
games...Lifeline kicks some major butt, since there is no Life 3 spell.

8) If you feel wacky... run about with Marle/Lucca/Magus. At each boss,

cast Protect, Haste, and Magic Wall on every character, then begin using DarkEternal. Poof...no more boss.

9) Against Zeal, if you like gambling, bring along Frog, Ayla and someone who can cast Heal...preferably Robo or something. Let Zeal use Hallation. Ayla uses Dino Tail. Frog uses Frog Squash. Robo uses Heal. Within the next turn or so, Zeal will use Hallation...AGAIN. I don't know why she does this, but it happens to me when I use this combo, and not when I do anything else.

9.5) Frog with the Masamune is great against Zeal in general. First, he has Frog Squash, which is great against the first incarnation of Zeal (in the Black Omen), second, the Masamune absorbs energy from the Mammon Machine, and third, he can cast Heal (which costs a whopping 2 MP without Studs =P). Give him the PrismSpecs...I'd suggest Crono/Frog/Ayla, so that you can Charm stuff off of the second (final) version of Zeal.

10) Subquests...When you get sent back from 12K BC for the first time, do the Sunken Forest quest...the tech points come in handy, as well as the Vigil Hats!... When Crono dies and you have Epoch flying, do all the other subquests that you could possibly want to (especially the Northern Ruins, Sun Stone, and Ozzie's Fort if you have Magus)...for all the weapons, that is. By the time you get Crono back, he's nearly useless.

11) When you play through the first time, always take the PrismSpecs from Melchior. Then go through the Black Omen three times (1000, then 600, then 12000BC), and steal a PrismDress from Zeal's left(right, from her point of view =P) arm each time. Three dresses per game...not too shabby.

12) Crono/Ayla's Falcon Hit is spiffy. Why? Because it's quick, does good damage for decent MP (4 each), deals purely physical damage, and hits on a line (lots of enemies like to line up, mysteriously enough, including bosses - and Lavos too!). When you're trying to level to \*\*, waiting for Techs to finish becomes really old, really fast. ^\_~

Phew! I think that's everything. Kinda funny, back in '96 I didn't notice all of this and just ran about with Crono/Marle/Ayla wearing Gold Studs. Ha, ha, ha. \*grins\*

-OK. I know this will probably take an hour to read, but please read this. It's all my tips for this game that I have. And since i've already beaten the game like 25 times, you'll know they come from a good source. Please add this to the FAQ.

#### JJL's Tips to Chrono Trigger

Chest collecting: I do NOT recommend getting ANY accessories from the chests apart from the Gold Stud and Frenzy Band. The reason being is that you never use the accessories besides the Frenzy Band, Gold Stud, and PrismSpecs anyways, so they just waste space in your inventory. I personally prefer the Gold Stud because you'll waste less people's turns recovering MP. This is just my opinion. What you do is none of my concern. (NOTE: You start with all your items in NEW GAME+ so don't worry about losing the accessories that you got. Just something noteworthy. Also, you can use ZSNES save states to safely take all the chests and keep what you want, E.G., save your state before opening a chest, then, if you don't want it, load the state and continue on.)

NEW GAME+: I don't recommend getting any chests in this mode apart from any types of ethers, megalixers, elixirs, and thats about it. The reason being is, you keep all your items, so you can just waste your money on inns and to refill your recovery item supplies. Items also include weapons and armors that you may have.

Fight with Lavos (third stage): Don't bother going after the active life bit just at the start. First, take out the healing bit, then the core. Since the healing bit brings back the core (no, the active life bit doesn't do that), then just concentrate on obliterating the active life bit. It's really that easy.

Party recommendations: Don't bother with triple techs. The reason is, once you get Magus, who is in my opinion the second best character next to Crono, and my personal favorite, there is no need to use other characters. I recommend never using Robo, and use Lucca only when you absolutely have to (no other members to choose from). Same with Robo, only use him when you have to. Just use Frog with Marle, or Ayla with Marle, until you get Magus.

After that, just use Crono, Magus, and Frog. Crono and Magus's ultimate single techniques RULE, Frog is the only one with water magic (water not ice), and Magus also has three level 2 magic spells, making him a great character. Always have Crono because of Life and Luminaire. Have Frog for his heal spell. And also, Crono and Frog's Spire and X-Strike techniques simply rule. So getting triple techniques is nothing but pointless, as you can see.

OK. So maybe not an hour, but these tips really will help people. I hope this ends up on the FAQ.

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From Augusto Lenzen:

-Hey Magus, you probably already know this but it's not in the FAQ, so I thought maybe you could be interested. You keep talking about leveling up in the Hunting Grounds by killing the Nu over and over; well, I found out a way to always find him before it stops raining, it could be useful to anyone! Follow these steps:

When you enter the Hunting Grounds, go right, then up and around the trees, always killing the enemies for the feathers, horns, petals and fangs that you need to collect for him to appear, then climb up to the top platform and go left, go down the ramp and avoid the Anions (it's ok if you can't avoid them too), then stay covered by the trees and wait for the rain. When it starts, go left until you can see the place where the Nu should be, if he isn't there, go back right, climb the ramp and go right. Keep going towards the bottom right location on the top platform. You'll be able to see the other location from above while on your way (it's near the ramp you climbed first), so, if you see the Nu, just go back and down the ramp to face him, otherwise, just keep going and he'll be waiting for you on the bottom right of the screen. Once you kill the bastard, go back to where you avoided the Anions and kill them, then go down, kill the cloaker and his friends, keep going down and you'll find another of those green things, kill them and go up and to the right till you find one more of these, kill them (I suggest using cyclone for these ones since you don't have enough time to return before it starts raining) and run back to the trees that cover you to wait for the rain and repeat the process. Notice that by now the screen is clear of all enemies so you just have to, once you kill the Nu, go back to the trees and wait for it to rain again, until he doesn't come anymore. Then you exit the range and do it all over again as many times as you want. I only wrote this because it's really annoying when the damn Nu flees before you can reach him, and I imagine that everyone feels it so. And also it saves you a lot of time, so I suggest you put this on your next version of the FAQ, if you write one. Thanks and see you around!

It's me again, now just to tell you the way I killed Giga Gaia and Lavos. Don't need to change your party in any of Lavos' attack modes, just use Crono, Marle and Lucca, go killing all of them, then for Giga Gaia's mode (and the real Giga Gaia too, of course), use Luminaire and Flare, and heal with Marle (don't worry, you have Life 2, so she only needs to heal herself), if both Crono and Lucca are almost dead, choose one to heal completely (I'd choose Crono, he's got Life). He'll soon be history, then get inside. Equip them with Gold Studs, the ones you charmed in the Black Omen and you'll spend only 5 MP for each Luminaire and Flare that you use!!!!!! Use the same strategy for Lavos Again.

To kill Lavos' Core just get rid of the left part with Crono and Lucca's normal attacks while casting haste with Marle (I equipped Crono with a haste helm, so I only casted it on Lucca first and then Marle). Once the left part is gone, wait until he shuts off the defense and then beat him up with Luminaire and Flare (while the core is defended you can use normal attacks in the body, but your party must be hasted already), the healing is the same as in Giga Gaia's fight, and if you're still in one piece and have nothing to do with Marle, fire Ice 2. When he revives the bits, repeat the process. This way Lavos is a piece of cake, child's play, etc... See you!!!!!!!

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From Ad Infinitum:

-I'm not sure if you still update the guide (the last date on it was 1999), but if you do, there are two small tips I have. The first is a way to transfer some money in a New Game +. Before you start the new game, go to the old game file and to any store (preferably the Mystics

store if you have done the Ozzie subquest). Go and buy up all the expensive weapons and armors you can get. Now start the New Game +. Go to the first vendor you can (someone in the Millennial Fair I guess) and sell them all. You now have a great amount of money, that may become useful later on.

The other tip: A great place to get tech points at the beginning of the game is the Hunting Grounds, right before or after getting back the Gate Key. There are at least three areas that Nus appear there, each dropping 30 tech points a piece. They are also great because the fight is so easy. Nus, of course, have an attack that reduce your HP to 1. The thing is, they can't reduce it below that. It is not possible to lose a battle to a Nu! After tech-ing up, go to the trading post and trade your items in for Flint Edges and Stone Arms. Then sell these and buy the weapons and armor at Medina Villiage (this has already briefly been touched on in the emailed tips section). Now, with superior armor, a good weapon for Crono and crushing techniques, you are ready to destroy Magus, and almost every other enemy up to the Sunken Palace without cracking a sweat. Triple Raid on Magus your first time through? Ohhh, yeah. ;)

From Starship Trooper:

-Hi there, Magus! I'm Starship Trooper (or SST), and I read your Chrono Trigger FAQ (btw, the game's excellent, I have the snes emulated version, I wonder if they ever make a PC conversion of the PSX version :) and now I wanna comment about some things.

First, I'm not one of those who've finished the game 10+ times, but I still know lotsa cool tricks. I finished the game once (eating Lavos for breakfast...), then finished the game with New Game Plus in 6 hours, and it was way too easy. So I restarted with a normal New Game and right now I'm trying to get all stats of the guys to \*\* (max).

About those L+R+A things on the Arris Dome, I never had problems there. And I had that fog problem on the other comp; just change resolution. Pressing '3' will help too, but then you won't see the text dialogue. Then about accessories: why on Earth everyone love PrismSpecs!? I always use Gold Studs. With them, you can whack the enemies for ages before having to refill your MPs.

Anyways, to analyze your walkthru (I'll just tell where I disagree and give boss hints, I'm not making a total walkthrough here):

When I get Marle, I'll go to build my levels to 5+. It's not worth it to get Lode Sword or the clone yet (sheesh, when I played for the 1st time, I spent almost 2 hours trying to get 4000G for the Lode thing, you don't need it. Get the sword from Porre or whatever it was).

When you enter Lucca's invention, you can go to the right pad (NOTE: only in New Game +) and finish the game in 15 minutes, though it can be quite hard and you need to have your levels to at least 60.

Against Yakra, just beat it with X Strike and Flame Toss. Heal with tonics or slurp.

In the jail part, it's up to you to either break and get exp (and heal with the cell's mug) or wait for the execution, so Lucca will save ya. You should walk around and go through the hole in the cell. You'll get loads of useful stuff and the Lode Sword.

Dragon Tank is annoying. Destroy the head with weapons and use Slash and Flame Toss on the other parts. When you escape to the year 2300, see chancellor's mouth falling to his feet :)

If you're at level 10-12, the guardian is a laugh. Just kill the bits and attack the guardian. Repeat when it revives the bits.

If you win against Johnny (you must have race log) with 777 speed, you'll get a lucky 7 prize: 10 Mid Ethers. When you go to Factory, have Crono/Lucca/Robo on your party. Robo's cure beam is just enough to heal. Against the R-Series, whack them with Flame Toss/Whirl and Cyclones. Use tonics if you need to. They're easy.

At the end of time, you can try to beat Spekkio, but he's damn hard. His white kilwala form can be defeated with Fire Sword and Heal Beams. Use pretty much the same tactics against the goblin and omicrone one. You can also try different Antipode attacks. When Spekkio is on Masa&Mune form, you

should already have ultimate magic attacks like Luminaire, Flare and Dark Matter. I never got my guys to 99 level to fight the Nu form, but I've heard that Antipode3 and Flog Flare work pretty well on it.

NUs at the hunting ground are a great way to build up at the starting. I never built up for levels there though, just spells. Build until you get Fire2, Lightning2 and Heal Beam if you can. If you've got enough patience, get Ice2 also. Then go to Medina and the magic cave. Heckran can be dealt with Fire/Lightning/Ice attacks, and heal up with Aura Whirl.

Zombor is quite easy, just use Fire Sword to the bottom and Ice Sword to the top. Destroy the bottom first. Then destroy the top. This is because the top will do MP Buster after you defeat it. Then go recover at inn.

In Denorado, you can get SilverStud. It's very useful until you get your party full of Gold Studs. Just go on the left (smaller) waterfall and keep pressing the left button. Wooooo!!!! Down you go =) You should land on a ledge. Silver Stud's all yours.

Use Hypno Wave to stun both Masa and Mune, then attack just one. I think Fire Sword is good here too. Then they merge into one. Use your best attacks, but try to save MPs with Crono. You need his slash whenever MasaMune's storing tornado energy. Heal with Robo's Heal Beam.

In cursed forest, if you see a Nu, get into a fight (if you think you can handle it) and you'll get lots of EXP from those guys and the Nu you beat.

In 65million BC, all kinda magic attacks are good against the enemies. Lightning spells are very good against dinosaurs, while Fire2 can really beat up those annoying runners. Against Nizbel you should use Lightning to shock it, then attack with your best techs. When it throws lightning back to you (OWWWW! That hurts!), heal immediately with Robo's Heal Beam and repeat. This is a very annoying battle.

Before you enter Magus's cave, take Frog to Spekkio (learn Water magic) and build him until he gets Water 2. At the same time, why don't you take your time to get Ice 2 for Marle?

I always used Crono/Lucca/Frog at Magus's Castle, but all up to you. I think someone on the internet counted the number of guards at Magus's Castle; there ARE 100 freaks like Ozzie said. I haven't tried, but Arc Impulse can actually be very effective against Sir Slush (it's Slash you slimy dolt! ;))

Use one Fire Whirl to kill those Shadows protecting the treasure. Easy. You should probably use Crono/Lucca/Marle against Flea too, since Marle can help Frog in healing. Flea is a transvestite ("she's" a "he", right?) and the HARDEST boss yet. You get transported to a cool special battle thing. Use X Strike (and maybe Spire), heal up with Marle and Frog and have tons of heals (and use them ;)). Ozzie's a wimp. Just hit the chains.

Against Magus, you should use Crono/Lucca/Frog. Keep attacking him with physical attacks until he sets up a barrier. If he's lightning, hit him with Crono's lightning. If he's fire, hit him with Lucca's fire. If he's ice, use Frog's water spell. If he's shadow, use Triple Tech Delta Storm. If he's not ice/water, use Frog's MasaMune to lower his magic defense. When you do 3000+ HP damage to him, he'll start casting spells. Then hit him with physical attacks and Delta Storm. Use Frog's Heal when he does Dark Matter. This is kinda hard fight, but you should handle it.

Before you enter Tyrano Castle, have Ayla learn Cat Attack, Charm and Rock Throw. They sure help a lot. Nizbel2 should be easy, keep using lightning and your best attacks. I always use Crono/Ayla/Robo against Azala and Black Tyrano, since Robo has heal beam. Azala's annoying, but Lightning and physical attacks should eventually kill him. When the Tyrano removes defense, hit it with Spincut, Cat Attack and Rocket Fist (use Robo Tackle only if you have lots of MP, you need his Heal Beam). This isn't so hard battle, but it's very long.

Against 6 NUs at Zeal, use Luminaire or two to finish them all in one. Watch out! You CAN lose this battle. After a while, the NUs get tired of that HP-to-1 attack, and they do an attack that reduces 1 HP (You're dead). You don't have to defeat Golem, but he gives you good amount of EXP. Have fire protection and use Fire Sword on it, heal with Robo's Heal Beam.

Sewer thing is easy. You should also beat Sir Krawlie easily. Before going back to 12000, get the stuff from the sealed chests (remember, first go to 600 AD and say "no", then open the upgraded chest at 1000 AD, then go back

to 600 AD to get the item again). You'll also get GoldStud from the Future. I don't think you can get Red Mail (upgraded Red Vest), since you can't get to 1000 AD Guardia Castle yet. On the pyramid near Medina, take the helmet. Give it to Lucca, and she won't need a better helmet until you get Vigil Hats. It also gives her 1/3 physical protection.

Against the Mud Imp and the beasts, use Fire on the Blue Beast and Ice on the Red Beast. You did it all wrong at your FAQ. Crono/Marle/Lucca are good here. Luminaire (remember to wear a Gold Stud) is very good too. At Mt. Woe, you can get your levels to around 40. Giga Gaia is fast (he has \*\* speed stats?) but easy. Use Luminaire and a level 2 spell to destroy the hands (again, Gold Stud lets you use Luminaire almost 20 times), then go for the creature. When it revives the hands, destroy them with one Luminaire. It should die soon.

You should beat Dalton easily. At the Ocean Palace, have Crono/Lucca/Marle on your party. Before you get to the end of the Ocean Palace, take all Crono's best equipment away, and give Gold Stud to Lucca. Flare will hurt it kinda lot, and its counterattacks against Fire are weak (especially if you have Ruby Vests). If you use Flare, Ice2 and Lightning2 continuously, you can beat it even before it has a chance to mimic anything. If this isn't New Game Plus, Lavos will most likely kill you with one "Destruction rains from the Heavens" -strike. Even if this is New Game +, he's still VERY hard.

Before you get captured by Dalton, put at least Ayla to your party. You can get almost all your equipment back by walking around. You have to get the first character's equipment from the air duct though (it's on the west corner, there's a sleeping guard).

Golem Boss doesn't do anything. If you kill it fast enough, you'll get loads of EXP. Since it's afraid of height, feel free to use Rock Throw on it. Dalton's a wimp too. You shouldn't fight Magus, killing the game's best character just to see Frog as a human is quite a BIG mistake. If you fight him though, he's not that hard, unlike you said. Douplev Bomb (Lucca and Robo) and Triple Kick should kill him. If you have the duel between Frog and Magus, use Leap Slash or physical attacks. Use Cure2 when you need to. But all the better if you don't fight him.

After Gaspar gives you the Chrono Trigger, go to Belthasar's place and talk to the Nu. It will tell you that you need a clone, and that magician Bekkler can easily make one. And Bekkler loves festivals... so go to the millennial fair. You don't even have to collect silver points. Save before you enter the tent of horrors (in case you lose), and he says he'll make a clone of Crono, if you play his clone game, and the longer you survive, the less he'll ask. If you fail, it'll cost you a lot (around 10.000G and 50.000G I think), but if you win (actually that's kinda easy, this game is actually easier than what the clone game normally is), you'll get the clone for 100% free. =)

I don't know what's the point of shutting off Nu and Belthasar's memories. Anyway, Death Peak is a cool place to build up. I got Magus up with many techs there, and all guys to level 45+. Frog with Demon Hit is good here, since it will do 2\* damage on magic enemies. Ayla and Robo are other good characters. Lavos Spawns shouldn't be a problem, just attack the head with your best physical techs. Put Marle on your team before you reach the top of the mountain ;)

Build Magus until he gets the Black Hole, and go fight the Son of Sun at 2300 AD Sun Palace. Be sure to have fire protection. Use Black Hole until you succeed in removing 2 of the front flames. Use any level 2 spell to hit the flames. Then hit the one that doesn't counter attack. When it does roulette shuffle, repeat that.

You should bring Magus (you?) to Ozzie's hideout. It's cool, since he uses his cool arrogant sarcastic personality here to totally piss Ozzie and his cowards off. You'll get Magus's best weapons here too. Be prepared for lots laughs for coward Ozzie and his stuff :P First, his guards fall from a conveytor belt, then an imp falls to his trap, and finally a cat kills him. And Magus makes his "Sound of a Reaper" talk here too. You should try Omega Flare (Magus/Robo/Lucca with Blue Rock) here.

Cyrus ghost quest is hard and long, but you can get some cool stuff here too. Watch out for Cyrus's ghost at 1000 AD, it's invincible. Water attacks are great at the sunken Fiona's desert, so have Marle, Frog and Magus on your team. Use water/ice attacks on the retinite and use physical attacks to weakened parts. This is a hard battle. Get Vigil Hats from the nun at Fiona's Shrine. It took me some time to figure that the password to the



machine (LARA) can be done with snes keys "L", "A", "R" and "A".

Rainbow Shell quest is long and hard. In Giant's Claw, you can find Frenzy Band (80% counter attack rate) and lots of hard fights, but this can be a good place to build up. Get fire protection and beat up the Rust(y) Tyrano with your best attacks. Before you get back to 600 AD Guardia Castle to get help in carrying the Rainbow Shell, switch Magus to your leader. They won't react to Magus visiting the castle at all. The queen says "I ask for the sake of Magus, help them" => [sake of the first character] Antipode 3 works well against Yakra 13 I think, but don't hesitate to use Dark Eternal (Marle/Magus/Lucca with Black Rock). If this is not New Game Plus, take Prism Helms. They protect your status and give you a great boost on magic defense. You can charm PrismDresses from Queen Zeal later. I still prefer Gold Studs over the PrismSpecs, but PrismSpecs can be useful until you charm more Gold Studs from Flyclops of Black Omen.

You should have no problems with Robo's Past quest, just remember to build up there, the conveyor belt gives lotsa EXP. This is strange, since "Someone close to you needs help.... find this person FAST" and "Find out how Black Omen is connected to Lavos" are the same quest. You can go to Black Omen 3 times (starting from 1000 AD, then 600 AD and 12000 BC, while 2300 AD is closed), getting lots of EXP, MegaElixirs, charmed stuff and of course 3 Prism Dresses from Queen Zeal (1 Black Omen=1 PrismDress). Charm from Ruminators, Flyclops and other enemies. Mutants are hard, but you should handle them with Heal Beam, elixers and strongest magic spells. Use the best physical techs against the Lavos Spawn head.

Queen Zeal is hard. Have Frog there, Froq Squash is great against first Zeal (Hallation) and MasaMune absorbs energy from Mammon Machine. Again, using Magus is cool here, since he'll throw another sarcastic line and you'll get Magus Theme when fighting Zeal. Charm both hands and attack the head only.

You get a chance to do things between each Lavos battle. You said MasaMune and Magus are hard, but actually all the clones are wimps. Kill Dragon Tank with weapons, do the same for Guardian (first kill the bits), use Magic on Heckran (Marle, Lucca and Magus or Frog are good here), Ice/Fire Sword against Zombor, physical attacks and Slash on MasaMune and Lightning and best physical attacks on Nizbel (With 99+ magic defense, the lightning he throws back hardly does 10 HP of damage).

Magus is great against.... uh.... Lavos's Magus form. You can counter any of his barrier with his magic attacks. When he starts casting spells and does Dark Matter (hardly does 20 HP of damage if you have 99+ magic defense), give him a taste of a TRUE Dark Matter, and Magus will do around 2000 HP damage to the imposter ;)

Giga Gaia form is easy; Luminaire, Flare, Shock or Dark Matter with GoldStuds (to keep up MPs) will kill it very quickly. Against the real shell form, use those spells I mentioned above. Heal with Robo's Heal Beam. I don't care who'll lead in the final battle, but make 2nd character Lucca, and 3rd characters Robo. In the Final Battle, leader is at the middle, 2nd character at left and 3rd at right. Your leader character should be Crono or Magus. If you killed Magus and didn't revive Crono (that's dumb), Ayla can do with her Triple Kicks.

Anyway, use Luminaire/Dark Matter, Flare and Shock against the World Revolution form. If you have Magus on your team, you can also try Omega Flare with Blue Rock. Now it's time to beat Lavos Core. If you think you can handle it (should work if you're at around level 60), use physical attacks to kill the left bit. Before the right bit can revive any bit, it shuts off its core. Then use DouplevBomb and (This works if Lucca's 2nd and Robo's 3rd, since Robo's next to the right Lavos bit. This will do 4000+ HP damage. Even more than 7500 HP at level 99 I've heard) Luminaire/Dark Matter on the right bit. It will revive the left bit, but just keep using Douplev Bomb and Luminaire/Dark Matter, though remember to heal with Robo's Heal Beam. When it restores the core power, kill the left bit with physical attacks and do the same again. Lavos should die pretty soon.

From Ben:

-Here are some things you'd like to take note of if you're an impatient yet honourable (no cheats =p) player who wants to finish things faster. Most of this is common sense, but just thought I'd point out everything.

Settings  
-----

If you're using ZSnes, set frame rate to 9. Think this can be done in SNES9X as well. Do not do this in areas with extremely frustrating opponents or bosses with lots of counterattacks or resistances/immunities to lots of your attacks.

Set cursor to memory for all settings, whether menu or battle.

#### Equipment

-----  
The Lode Sword sold by Melchior is helpful but not necessary. Even with the frame rate set to 9 and with a Turbo A Button, it took quite a while to earn enough Silver Points to get the 4000 GP required. Since you can get one later from the dungeon where Crono is imprisoned anyway, I suggest that you skip this.

Berserkers are surprisingly good for quick level building. It ups your attack, defence, and speed and removes any need to issue commands. The speedup is tremendous to the point where you'll usually get the 1st blow in. Combine this with Haste Helms and a frame rate of 9 and you'll see combats end in the blink of an eye.

I recommend Berserkers for your party members most of the time, with Gold and Silver Studs for boss fights. I found little use for the other stuff in my rush for speed (get it? =p)

#### Tackling Bosses

-----  
When it comes to party members, keep either Frog or Robo since they are the only ones with single techs that heal the entire party. Once they have Nova Armour, equip them with Haste Helms. Once you have done this, with the Cursor set to Memory for Battle Mode, all you need to do is to select the most powerful attacks for your other members and hold on the Turbo A button. At a frame rate of 9, you won't need to sit through the battle for long.

For the fights with Zeal and the Mammon Machine, you might want Ayla and Frog since Dino Tail and Frog Squash do lots of damage after every single round of Halation. For the 1st round with Queen Zeal, wait till Zeal throws Halation. After that, assign Ayla to use Dino Tail and Frog using Frog Squash. If you have Robo, get him to use his Heal Beam after every Halation. Failing that, you can get someone to throw a Lapis, or you can get Frog to Heal. All you need to do is to throw one round of healing after the Halation to keep your HP low enough to have Dino Tail and Frog Squash at maximum effectiveness since you probably would be high level enough to survive one or two of her other attacks anyway. Healing to max is a waste of actions and MP since she'll throw Halation quite frequently.

This can be done for the Mammon Machine as well. Just make sure that you have enough HP to withstand it's Point Blank and Active Mode attacks. Otherwise, let your HP stay low and pound away with Dino Tail and Frog Squash.

For the rematch with Queen Zeal, let Frog Heal every round and use single attacks on the head.

I finished this at level 55-65 with minimum pain and with one finger on the Turbo A button most of the time. No sweat.

#### Level Building

-----  
First time you have access to 65,000,000 BC, if you're not hunting for Feathers, Petals and stuff, it'll be quicker to keep attacking the group of 4 Kilwala you encounter on your trip out of the Mystic Mountains. Make sure your most (physically) powerful team member has a Berserker. Recommendations are in this order: Ayla, Crono, Robo, Frog, Magus. Killing 4 groups of Kilwala will give you more XP and 32 tech pts, compared to one Nu. You also won't need to trouble yourself running around looking for the Nu. Threat level is low as well... all you need to do is to peek at the screen every once in a while and make sure no one's dying. To make this even more convenient, set a button as Turbo A (i.e, Turbo Confirm) and find some way to hold it down. Then, all you need to do is walk in and out of the Mystic Mountains as

soon as you hear the battle theme end. This is for the times when you really need some quick levels and you have no patience to go Nu hunting (like me =p).

Repeat this tactic at Magus's castle on the West Wing where you confront Slash for some free Ethers as well.

At the Ocean Palace, there is a section with lots of items and 3 switches required to open a pathway to the south. 2 of the Switches are guarded by a Barghest/Jinn combination. Under each of these rooms with the Switches, there should be a group of 3 Scouts. With Berserkers, these should be easy prey. If I'm not mistaken, you get a free Lapis as well.

IMHO, the best place for getting load of XP for minimum effort is still at the GenoDome, on the conveyor belt when you come in. Almost 9K XP for one round through the belt, and the threat level is not really high. For lower levels, I recommend bringing Crono or Magus and throwing Lightning 2 every round. Give either one of them a Haste Helm if you have one, and a Gold Stud. Set the others to Attack. With this, you can just hold on to Turbo A and watch as Crono or Magus thrashes the entire squad with one Lightning 2. With the Gold Stud, this costs only 2 MP and with 5 fights, you use up only 10 MP per go on the conveyor belt. For higher levels and those aiming to confront level 99 Spekkio, give everyone Haste Helms and Berserkers. Robo is compulsory, so for your other party members, pick Ayla and anyone else you might fancy. Ayla with a Haste Helm and a Berserker makes the run end so much sooner, and at frame rate 9, it took me only 3 or 4 hours to bring everyone to level 99 from a mostly level 60-70 party.

BTW, a question if I may:

What's the max damage possible with any technique and how do I do it? Highest I've gotten is 9999 as a critical from Ayla at level 99. Magus: Yup, that's it!

From kozak:

-hmm... you got a pretty good FAQ here but i can add on a bit, it wount mean much but you could take on the rust tyrano before the son of suns, grab an extra red mail so that you can whack the son of suns with 2 red mails and 1 red vest. i did that and i purposely whack the thing in the middle so it would do flare and i gain hp. it is cool, but i think the son of suns is too easy that it is not necessary to do that... but anyway, it would be even easier.

From ^^rabblion:

-Hi Magus.

I would like to point out some errors in your walkthrough about Frog's triple techs. I use Frog in every party line up so I am familiar with almost all his techs =)

Gold Rock - Frog/Marle/Robo

Name: Grand Dream

Effect: Marle and Robo charge up Frog's Masamune and Frog uses it to summon 3 Masa & Mune to stomp on all enemies, dealing a lot of physical damage.Requires: Upgraded Masamune for Frog, Life 2 (not sure about this one) for Marle, Laser Spin for Robo and a Gold Rock equipt on Frog.

SilverRock - Frog/Robo/Ayla

Name: Spin Strike

Effect: Robo and Ayla spin around an enemy while Frog leaps into the air, then they attack the enemy from 3 sides, this tech deals physical damage. Requires Leap Slash for Frog, Robo Tackle for Robo, Tail Spin for Ayla and a SilverRock equipt on either one of the characters.

That's all =)

From mike pirrota:

-Fist off, if you want to beat the Mud Imp itself, use Volt Bite. Lightning and Cat Attack do next to nothing to him, but I hit him for 966 points once with

it. Secondly, against those 6 Nu's, bring Chrono, Ayla, and Robo. Have Robo use Heal Beam, or Laser Spin(I did this on a regular New Game, so you might want to use a different everybody attack in + mode) if nobody is injured, and have the other two use Falcon Hit. That party combo also works good most of the time, with Chrono and Ayla attacking and Robo healing during bosses and just pure attacks against regular enemies.

From William Low:

-I don't know if you knew this or if someone else had already done this but if you race Johnny in 2300 AD in the time (or WP) of 777 you get a special message that says "WOW lucky 777 you deserve a REALLY special bonus" and then you get 10 ethers. Just thought I'd mention it.

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11)Codes  
-----

I think they're Game Genie codes. No, they're PAR codes. I didn't do them, JJJ did. He's a champ. Thank him! HE's done a lot of work to work all of these out.

First off, those weren't GG codes. They were Pro Action Replay codes. Second, if you have ZSNES, you just go into the cheat menu and click add code. That is all, oh, by the way, if you see a value for a code just add the value to the end of the code.

E.G. C1FA70 value FF = C1FA70FF.

Get it? Good.

Codes (PAR)

-----  
41BC9FF7 kills enemy in 1 hit.  
-----  
60B8DC78 Unlimited use of item  
-----  
7E5EF30E 1st Party member always has 999 hp.  
-----  
8464F748 Chrono starts with the Gold Rock  
-----  
C0884749 Walk Through Walls.  
-----  
C09B47E5 Walk through walls. (only in places that are accessible.)  
-----  
C09D708A "Super sprint (Up only)" Your party will run very fast but in an up direction only.  
-----  
C19CEE0A Party and enemies disappear in battle  
-----  
C1AC2EE9 Some moving monsters will try to flee during battle; may freeze  
-----  
C1B4FEFF After battle, the game will freeze, but it's actually processing items. Wait awhile, and the battle will end. Now take a look at your item list. You should have 98-100% of the items in the game. NOTE: the "dummied" items are totally useless. They were literally erased from the game and have no use. All you see of them is the icons.  
-----  
C1BC1E78 Using techniques causes enemy to die suddenly; run away and display will claim nonexistent items were found. If you don't/can't run battle will not end.  
-----  
C1BCEE78 Speed bar never decreases.  
-----  
C1CC7EF6 Monsters change into other monsters during combat  
-----  
C1CC8E10 Infinite MP for lead member of party  
-----  
C1CC8E30 Infinite MP for Frog  
-----  
C1CC8E50 Person in first slot in party has infinite MP. In battle

only.

-----  
C1CC8E70 Infinite MP for Marle  
-----  
C1CC8E80 Infinite MP for Ayla  
-----  
C1CC8EE0 Infinite MP for Crono  
-----  
C1CC9E60 Infinite MP for Robo.  
-----  
C1CC9ED0 Infinite MP for Magus.  
-----  
C1CCBEB0 Robo's techs take away all MP  
-----  
C1D33077 All attacks by party and enemies do very little damage  
-----  
C1D7C077 Techs have strange effects like hitting your own party,  
confusing all enemies, etc.  
-----  
C1DC7E98 Most basic attacks miss  
-----  
C1DCEE98 Party and enemies do much more damage when attacking  
-----  
C1DCEE9E Party and enemies are invincible  
-----  
C1E10077 Nonmagic attacks do very little damage  
-----  
C1E23077 Magic attacks do high damage  
-----  
C1EC9EA0 All enemies die instantly when you attack; battle will  
not end  
-----  
C1ECBE3B All enemies die with one hit and will die if they attack  
you. Party is healed after battle.  
-----  
C1F3A2DD Gain all techs  
-----  
C1F79B87 Maxes out all attributes (i.e. power, magic, speed) for  
characters in party.  
-----  
C1F7F4C6 Characters in party go to level 99 after one battle! It  
says you get the normal amount of exp, but you go to  
level 99. If you already used the max stats code, this  
code is still worth using since the game uses your level  
number when figuring damage and defence in battle.  
-----  
C2E2B59A "Walk anywhere on the map screen" While on the map you  
can move your characters anywhere. But, be careful  
because there is a chance might get stuck and can't move.  
Also, this code was tested with Crono leading the party.  
It may or may not work with other characters in the lead.  
-----  
C39974EA "Silver Pendulum at Title Sscreen" The pendulum at the title  
screen will be a silver color instead of gold.  
-----  
C7AD9C0A Altered music and sound effects  
-----  
CC800001 Start a new game and Crono will appear as Marle in  
subscreen  
-----  
CC800002 "CRONO = LUCCA" Start a new game for this to work.  
-----  
CC800003 "CRONO = ROBO" Start a new game for this to work.  
-----  
CC800004 "CRONO = FROG" Start a new game for this to work.  
-----  
CC800005 "CRONO = AYLA" Start a new game for this to work.  
-----  
CC800006 "CRONO = MAGUS" Start a new game for this to work.  
-----  
CC80000F "CRONO = EPOCH?" Start a new game for this to work.  
-----  
CC8005FF Start with a higher max. HP  
-----  
CC80098E Start with a higher max. MP  
-----  
CC800B90 Start with max. power

```

-----
CC800C90    Start with max. stamina
-----
CC800D90    Start with max. speed
-----
CC800E90    Start with max. magic
-----
CC800F90    Start with max. hit ratio
-----
CC801090    Start with max. evade
-----
CC801190    Start with max. magic defense
-----
CC80120A    Start a new game and Crono will be at Level 10 (affects no
other stats)
-----
CC801313    Start a new game and Crono will have 19 Exp. (quick level
up)
-----
CC80270E    Start a new game and Crono will be equipped with Shiva
Edge as a helm
-----
CC80280E    Start a new game and Crono will be equipped with Shiva
Edge as armor
-----
CC80290E    Start a new game and Crono will be equipped with Shiva
Edge as a weapon
-----
CC802A0E    Start a new game and Crono will be equipped with Shiva
Edge as an accessory
-----
CC805000    Enter before Marle joins and she will appear as Crono in
subscreen
-----
CC8055FF    Enter before Marle joins and she will start with a
higher max. HP
-----
CC80598E    Enter before Marle joins and she will start with a
higher max. MP
-----
CC805B90    Enter before Marle joins and she will start with max.
power
-----
CC805C90    Enter before Marle joins and she will start with max.
stamina
-----
CC805D90    Enter before Marle joins and she will start with max.
speed
-----
CC805E90    Enter before Marle joins and she will start with max.
magic
-----
CC805F90    Enter before Marle joins and she will start with max.
hit ratio
-----
CC806090    Enter before Marle joins and she will start with max.
evade
-----
CC806190    Enter before Marle joins and she will start with max.
magic defense
-----
CC80620A    Enter before Marle joins and she will be at Level 10
(affects no other stats)
-----
CC806313    Enter before Marle joins and she will have 19 Exp.
(quick level up)
-----
EFF063CC    Start a new game and Chrono will either be Frog, Magus,
etc. He may even be Schala but when he fights, the game
freezes. This code has a 50/50 chance of working.
-----
CC807792    Enter before Marle joins and she will be equipped with
R'bow Helm as a helm
-----
CC802786
CC80286D
CC802955

```

CC802ABB Crono starts new game with Rainbow, Prism Helm, Moon  
Armor, and Prism Specs.

-----  
00C00951

00C00A03

00CA9FB7 "START A NEW GAME AS DALTON" Note: Doesn't work on some  
games.

-----  
7E267B00

7E267C00 Marle gains a level every battle.

-----  
7E26CB00

7E26CC00 Lucca gains a level every battle

-----  
7E280C00

7E280C00 Magus gains a level every battle.

-----  
7EAC53FF

7EAC54FF

7EAC55FF Infinite money and loads of money

-----  
CC807786

CC80786C

CC807919

CC807A9C When Marle joins party, she will have a Valkerye, Prism  
Helm, Prism Dress, and Hit Ring.

-----  
CC80786F

Enter before Marle joins and she will be equipped with  
Raven Armor as armor

-----  
CC80790E

Enter before Marle joins and she will be equipped with  
Shiva Edge as a weapon

-----  
CC80A5FF

CC80A9FF Lucca starts game with higher HP and MP than usual

-----  
CC80C786

CC80C86C

CC80C928

CC80CA9C Lucca has a Wondershot, Prism Helm, Prism Dress, and Hit  
Ring when she first joins the party. The only catch is  
you can't save the game until after you get her for the  
code to work.

-----  
12) Acknowledgments  
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SST-For that huge clump of info.

JJL-YOU ROCK! Thanks for the codes and the ending list!

Wwyern437-For the awesome Boss List. Good stuff.

Squaresoft-Ultimate legends. Could you think of a better game producer?

Ken-He's always here, and always has and will be. Thanks.

Xerain-For the emulator graphics tips.

Alan and Mitchell-For that LRA stupid thingy.

Anyone who's sent in anything!!

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